

AT-AT ACTION! THE OLD REPUBLIC!
EXCLUSIVE FICTION INSIDE BEHIND THE SCENES

STAR WARS

**JOURNEY TO THE
DARK
SIDE!**

**THE CLONE WARS'
HEAD WRITER ON THE
DARKNESS TO COME!**

**THE MAN BEHIND
THE MASKS!
RICK BAKER ON
THE CREATURES
OF THE CANTINA**



ISSUE 124
JULY 2011
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"Useless things. A greater danger to us than the Jedi!" —General Grievous on the battle droids.

Star Wars: Revenge of the Sith novelization, 2005

You'd probably think that after a hard day's work on *Star Wars Insider*, I'd have had my fill of the saga and would take a break. But no, my evenings are dominated by the really important things in life, like trying to unlock all of the characters and ships hidden throughout LEGO *Star Wars III: The Clone Wars*. It's taking up nearly all my downtime (I can just about find the time to sleep), and it's seriously addictive. In fact, if anyone can tell me how to unlock Wedge Antilles, I'll be eternally grateful!

I'm in a rush to finish the game because I'm getting ready to devote a lot of time to the forthcoming MMO (Massively Multiplayer Online) experience, *Star Wars: The Old Republic*. The trailers have been incredible, the tantalizing updates at www.swtor.com have been stunning, and, after having an all-too-brief playtest of the game some months back, I can

confidently report that the long wait will be worth it. To help whet your appetite, we've had a chat with the lead writer of the game, Daniel Erickson. He reveals all about the art of writing a video game and the amount of dialogue that he and his team are required to write. You'll be staggered!

While we're on the subject of writers, we also sat down with Christian



MONSTER MASH!

Head to page 50 to meet Rick Baker, the Oscar winning creature creator who provided some of the unforgettable cantina aliens in *A New Hope*!

Taylor, who penned the fantastic *Mortis* trilogy in *Season Three*, and is the head writer on *The Clone Wars*. He's a man who knows all sorts of secrets about what's coming up next in the show and, while he doesn't quite spill them all, there are a few hints if you read carefully!

Now, back to the game. I only need to collect 200,000 more studs to be able to play as General Grievous!

May the Force be with you all,

Jonathan Wilkins
Jonathan Wilkins,
Editor


DOCKING BAY

EPIC STAR WARS: THE CLONE WARS

THIS ISSUE....

"THE FORCE WORKS IN MYSTERIOUS WAYS. IT SEEMS." —KAVAR, *STAR WARS: KNIGHTS OF THE OLD REPUBLIC III: THE SITH LORDS*

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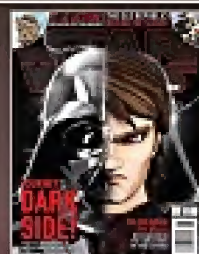
THE OSCAR WINNING MAKEUP MAESTRO RECALLS HIS TIME POPULATING THE MOS EISLEY CANTINA.

COVER STORY!

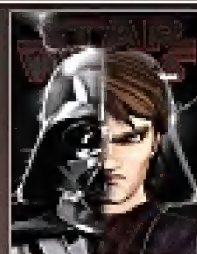
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DEPARTMENTS

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Featuring the full rundown on the eagerly awaited *Star Wars* Blu-rays; Star Tours previewed; the chance to get your hands on the *Star Wars Character Encyclopedia*. Plus LEGO *Star Wars* sightings from around the world!

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The latest and greatest *Star Wars* must-haves to hit the shelves previewed, plus an exclusive behind the scenes look at Her Universe!

72 BOUNTY HUNTERS

Meet the fans who have met *Star Wars* celebrities as they share their experiences!



LAUNCH

STAR WARS GOES BLU!

The full line up of special features for the eagerly awaited *Star Wars: The Complete Saga* Blu-ray set has been announced. The nine-disk collection, featuring all six live-action movies together for the first

time, boasts a stunning high definition picture, and 6.1 DTS Surround Sound. Over 40 hours of special features, including never-before-seen content sourced from the Lucasfilm archives, round off the set.

Episodes I-III and IV-VI will also be available as separate Blu-ray Trilogy collections. The sets will be released on September 12 internationally and September 16 in North America.

SPECIAL FEATURES BREAKDOWN

DISK ONE

Star Wars: Episode I The Phantom Menace
Audio commentary with George Lucas, Rick McCallum, Ben Burtt, Rob Coleman, John Knoll, Dennis Muren, and Scott Squires; plus archival interviews with the cast and crew.

DISK TWO

Star Wars: Episode II Attack Of The Clones
Audio commentary with George Lucas, Rick McCallum, Ben Burtt, Rob Coleman, Pablo Helman, John Knoll, and Ben Snow; plus archival interviews with the cast and crew.

DISK THREE

Star Wars: Episode III Revenge Of The Sith
Audio commentary with George Lucas, Rick McCallum, Rob Coleman, John Knoll, and Roger Guyett; plus archival interviews with the cast and crew.

DISK FOUR

Star Wars: Episode IV A New Hope
Audio commentary with George Lucas, Carrie Fisher, Ben Burtt, and Dennis Muren; plus audio commentary from archival interviews with the cast and crew.

DISK FIVE

Star Wars: Episode V The Empire Strikes Back
Audio Commentary with George Lucas, Irvin Kershner, Carrie Fisher, Ben Burtt, and Dennis Muren; plus archival interviews with the cast and crew.

DISK SIX

Star Wars: Episode VI Return Of The Jedi
Audio commentary with George Lucas, Carrie Fisher, Ben Burtt, and Dennis Muren; plus archival interviews with the cast and crew.

DISK SEVEN

Star Wars Archives: Episodes I-III
Including: deleted, extended, and alternate scenes; prop, maquette, and costume turnarounds; concept art; supplementary interviews with the cast and crew; a flythrough of the Lucasfilm Archives; and more.

DISK EIGHT

Star Wars Archives: Episodes IV-VI
Including: deleted, extended and alternate scenes; prop, maquette and costume turnarounds; matte paintings and concept art; supplementary interviews with the cast and crew; and more.



PAD



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The man behind the music of *Star Wars: The Clone Wars* on scoring the hit show.

KEVIN KINER!

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What do you get when you cross Timothy Zahn, Lando Calrissian, and a reshaped AT-AT?

BUYERS' MARKET!



**PLUS: 14. CHRISTIAN TAYLOR // 22. BONNIE PIESSE
// 32. STAR WARS: THE OLD REPUBLIC //
50. RICK BAKER**

DISK NINE

The *Star Wars* Documentaries

Star Warriors

(2007, color, about 84 minutes)

A tribute to the 501st Legion, a global organization of *Star Wars* costume enthusiasts, this insightful documentary shows how the super-fan group promotes interest in the films through charity and volunteer work at fundraisers and high-profile special events around the world.

A Conversation with the Masters:

The Empire Strikes Back 30 Years Later (2010, color, about 25 minutes)
George Lucas, Irvin Kershner, Lawrence Kasdan, and John Williams look back on the making of *The Empire Strikes Back*.



documentary that offers behind-the-scenes glimpses into the amazing special effects that transformed George Lucas' vision for *Star Wars* and *The Empire Strikes Back* into reality!

Classic Creatures: *Return of the Jedi*

(1983, color, about 48 Minutes)
Go behind the scenes as production footage from *Return of the Jedi* is interspersed with vintage monster movie clips in this in-depth exploration of the painstaking techniques utilized by George Lucas and his team to create the classic creatures and characters seen in the film. Hosted by Carrie Fisher and Billy Dee Williams!

Anatomy of a Dewback

(1997, color, about 26 Minutes)

George Lucas demonstrates how his team transformed the original dewback creatures from immovable puppets to seemingly living, breathing creatures for the *Star Wars* 1997 Special Edition.



Star Wars Spoofs

(2011, color, about 91 minutes)

A hilarious collection of *Star Wars* spoofs and parodies including *Family Guy*, *The Simpsons*, *How I Met Your Mother*, and more!

The Making of *Star Wars*

(1977, color, about 49 Minutes)
Learn the incredible behind-the-scenes story of how the original *Star Wars* movie was brought to the big screen in this fascinating documentary hosted by C-3PO and R2-D2. Includes interviews with George Lucas and appearances by Mark Hamill, Harrison Ford, and Carrie Fisher.

The Empire Strikes Back: SPFX

(1980, color, about 48 Minutes)
Mark Hamill hosts this revealing

Star Wars Tech

(2007, Color, Apx. 46 Minutes)

Leading scientists in the fields of physics, prosthetics, lasers, engineering, and astronomy examine the plausibility of *Star Wars* technology on Earth!

EXPANDED

Fans will get an exclusive first look at some of the collection's extensive special features at this year's San Diego Comic-Con International July 21-24, 2011, which marks Lucasfilm's 35th anniversary of promoting the Saga at the convention.

UNIVERSE

LAUNCHPAD

STAR TOURS RETURNS!



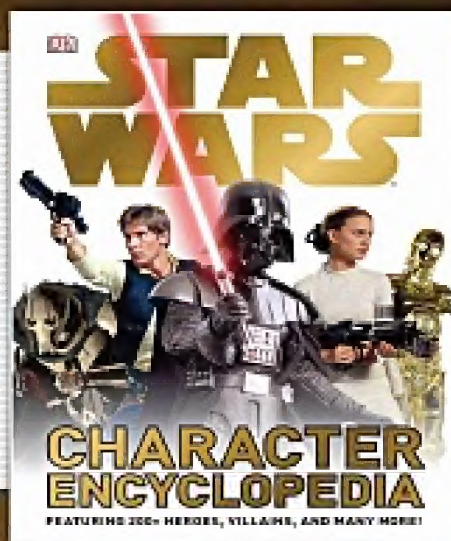
Star Tours: The Adventures Continue, the new version of the classic Walt Disney theme parks attraction, reopened at Disney's Hollywood Studios in Florida on May 20 and at California's Disneyland on June 3. The 3D ride film has 54 possible iterations, making each ride at least slightly different. We'll be bringing you full coverage in issue 127 of *Star Wars Insider*!



WIN!

BRUSH UP ON YOUR STAR WARS KNOWLEDGE!

Thanks to our friends at DK, we have five copies of the amazing *Star Wars Character Encyclopedia* up for grabs! Simply contact us via the address on page 3 before July 30.



NOVELS GO DIGITAL

Expanding a relationship that began more than 30 years ago, Lucasfilm and Random House Inc. have announced that the entire library of *Star Wars* fiction titles under the Del Rey and Bantam Spectra imprints will be available in eBook format as of June 28, 2011.

Over one hundred backlist titles will be converted into digital editions, along with any future *Star Wars* novels presently in production. These titles will join the thirty Del Rey *Star Wars* novels currently available as eBooks.

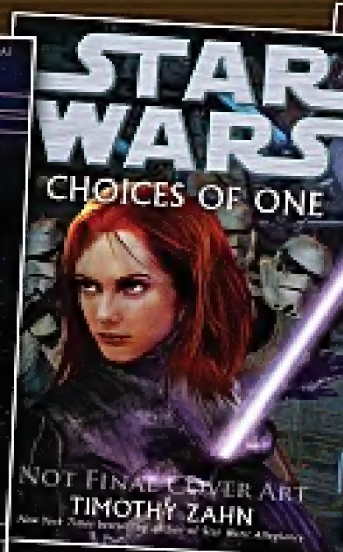
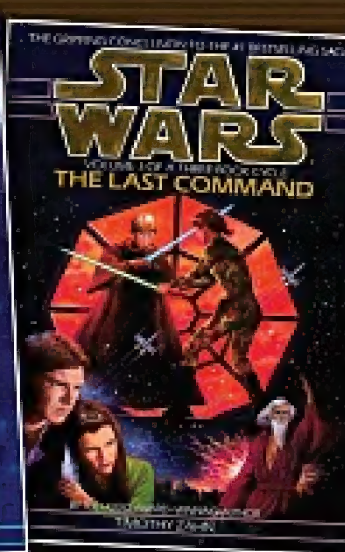
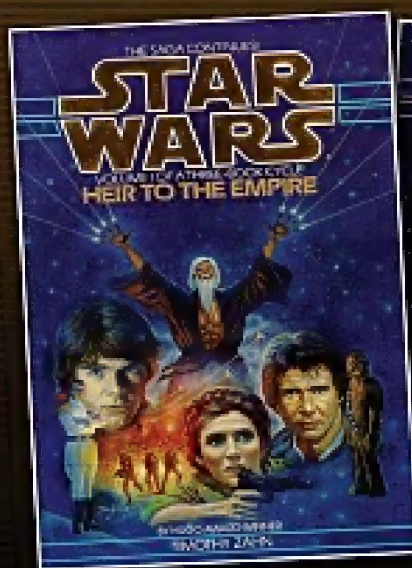
All eBooks from Del Rey and Bantam Spectra will include additional content at the back of the book. The extra

content will include the an updated *Star Wars* novels timeline, an introduction to the six major *Star Wars* eras: The Old Republic, Rise of the Empire, Rebellion, The New Republic, New Jedi Order, and Legacy, and over half a dozen additional excerpts from some of the most popular *Star Wars* books of the last thirty years.

Readers and fans have been asking for the *Star Wars* novels to be made available digitally, and we're excited that we can finally make this happen," says Howard Roffman, President of Lucas Licensing. "We're committed to providing fans with great *Star Wars* stories that

can be enjoyed on any reading platform. We're thrilled to see the extensive backlist of Del Rey and Bantam titles made available electronically."

"Over 30 years ago, Del Rey Books published the novelization of the very first *Star Wars* film," says Gina Centrello, President of the Random House Publishing Group. "Since that time, the *Star Wars* Saga has grown to become a worldwide phenomenon. We're exceptionally proud to have been at the helm of such a rich and vast literary universe, and thrilled to be working with our partners at Lucasfilm as we move into the future with eBooks."



LAUNCHPAD BEYOND THE OUTER RIM

What are the cast and crew of the
Star Wars galaxy up to now?

Words: Brian J. Robb



SIDIOUS DOES CHICAGO

Ian McDiarmid, otherwise known as Emperor Palpatine, will be featuring in *Timon of Athens* at Chicago's Shakespeare Theater between April and June 2012. Book tickets now at www.chicagoshakes.com

LUKE WHO'S SCARED

Mark Hamill (Luke Skywalker) has completed his starring role in the independent movie *Sushi Girl*, alongside co-stars Danny Trejo, Michael Biehn, and Tony Todd. An

adult grindhouse thriller, Hamill

was attracted to the role due to the challenge. "[The] screenplay frightened me. It pushed me out of my comfort zone," he told fearnet.com. "I never get offered character parts, except on stage and in

animation. So

that's why

I liked it.

It was

because

I'd never

done

anything

like this

before."

Sushi Girl

doesn't yet

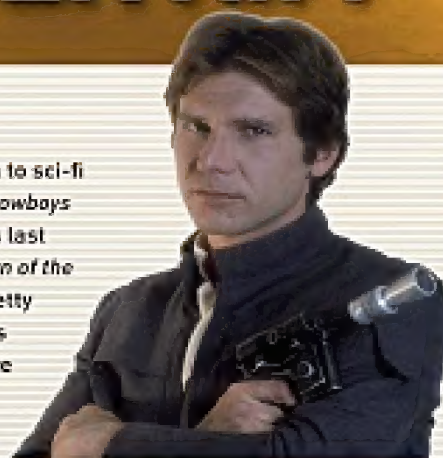
have a

release date.



THE RETURN OF THE SPACE COWBOY

Harrison Ford (Han Solo) makes a return to sci-fi with a lead role in the hotly anticipated *Cowboys and Aliens*, being released July 29. Ford's last science fiction performance was in *Return of the Jedi* back in 1983, and that turned out pretty well! He's in great company; The movie is directed by *Star Wars: The Clone Wars*' Pre Vizsla, AKA actor/director Jon Favreau.



JUAN WITH THE FORCE

Scottish actor Ewan McGregor (Obi-Wan Kenobi) revealed he had a South American great-grandfather named Juan. Census data from the 1911 U.K. survey revealed that John McIndoe, Ewan's great-grandfather, was born in Chile to a Scots father and was originally called Juan. He was working as chancellor in the Chilean consulate in Glasgow in 1911 when his daughter married a grocer named James McGregor, Ewan's grandfather.

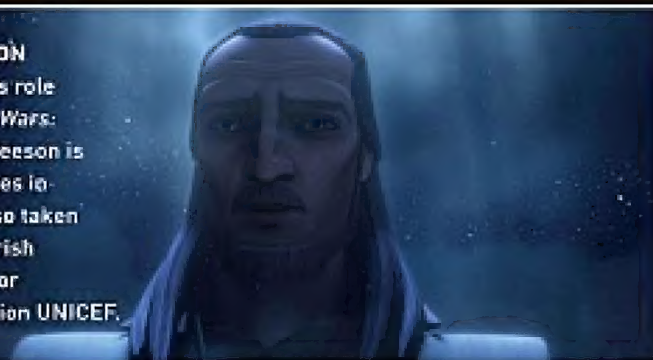


FROM ALDERAAN TO L.A.

Jimmy Smits (Bail Organa) has been cast as a fictional mayor of Los Angeles in Stephen Gaghan's (*Traffic*, *Syriana*) pilot for new, untitled NBC TV series.

NEESON BACK IN ACTION

Fresh from reprising his role as Qui-Gon Jinn in *Star Wars: The Clone Wars*, Liam Neeson is to return to action movies in *Taken 2*. Neeson has also taken on the role of the first Irish Goodwill Ambassador for children's aid organization UNICEF.



CHEWIE'S FAVORITE

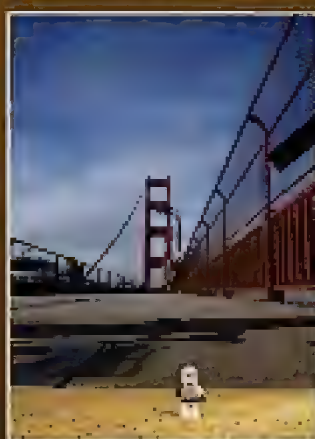
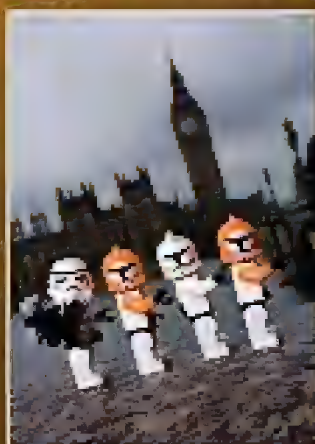
Chewbacca actor Peter Mayhew has named *The Empire Strikes Back* as his favorite *Star Wars* movie due to the development of his character. "It gave the character a lot more scope to do what he could do. In *Star Wars* he's a background character, whereas in *Empire* he becomes one of the major characters," he told Sky Movies' website. "His personality comes out. He can smell danger and usually takes evasive action. It's just a question of having the character there that you can develop."



GALAXY IN PICTURES!

IMAGES WE LOVE FROM THE WORLD OF STAR WARS!

A mini-invasion took place in March to launch LEGO Star Wars III: The Clone Wars as characters were spotted around San Francisco and London! Have you seen any LEGO Star Wars characters where you live? Send in the evidence to our address on page 9!



STAR WARS

WED JULY 2011

Star Wars Insider is published bi-monthly by Titan Publishing Ltd, 100 Brooklands Drive, Suite 100, San Francisco, CA 94134, USA

Star Wars Insider is published by Titan Publishing Ltd, 100 Brooklands Drive, Suite 100, San Francisco, CA 94134, USA

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SPECIAL THANKS
To the staff of Titan Publishing Ltd for their support and assistance

TITAN

STAR WARS INSIDER
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Frank Perls, Frank Perls
Steve Sanson, Steve Sanson
Mary Franklin, Mary Franklin
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Steve Sanson, Steve Sanson
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DISTRIBUTION
US Newsstand: Titan Publishing Services, Inc.
US Distribution: Source Interlink, Curtis
Circulation Company
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UK Distribution: Comag, Titan Publishing

SUBSCRIPTIONS
US subscription: 11-886-205-0034
email: subcustserv@titanpublishing.com
UK subscription: 0844-372 1291
email: submag@titanpublishing.com

CONTACT INFORMATION
adinfo@titanemail.com
STAR WARS INSIDER (UK) (ISSN 1362-1041)
MAY/JUNE 2011 (USPS 008-071)
ISSN 1362-1041

Star Wars Insider is published bi-monthly by Titan Publishing Ltd, 100 Brooklands Drive, Suite 100, San Francisco, CA 94134, USA
Star Wars Insider is published bi-monthly by Titan Publishing Ltd, 100 Brooklands Drive, Suite 100, San Francisco, CA 94134, USA
Star Wars Insider is published bi-monthly by Titan Publishing Ltd, 100 Brooklands Drive, Suite 100, San Francisco, CA 94134, USA

PUBLISHED BY
Titan Publishing Ltd, 100 Brooklands Drive, Suite 100, San Francisco, CA 94134, USA

POSTMASTER
Send address changes to Star Wars Insider, P.O. Box 2707, Boston, MA 02111-0270. Second class postage paid at Boston, MA. Postmaster: Please send address changes to Star Wars Insider, P.O. Box 2707, Boston, MA 02111-0270.

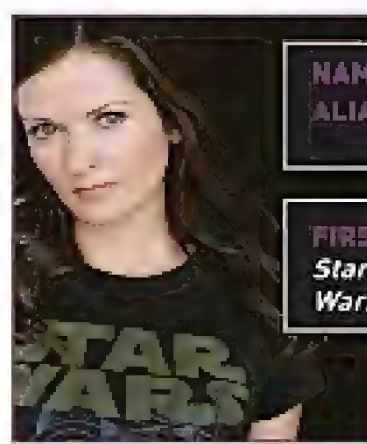
INTERROGATION DROID!

CATHERINE TABER HOLDS A UNIQUE DISTINCTION IN THE STAR WARS PANTHEON: SHE HAS VOICED PADMÉ AMIDALA IN *STAR WARS: THE CLONE WARS* AND PRINCESS LEIA ORGANA IN *STAR WARS: THE FORCE UNLEASHED*. *INSIDER* MASHES UP HER ALTER EGOS TO SEE HOW THEY'D FARE IN THE OTHER'S SHOES. WORDS: CHRIS SPITALE



Above: Leia and her adoptive dad, Bail Organa in *Star Wars: The Force Unleashed*.

If Padmé were chained to Jabba's throne wearing a gold bikini, how do you think she'd have handled the slug—and the humiliation? Padmé stays in great shape, so I don't think she would spend much time being humiliated! She'd use her time wisely to figure out her escape plan. This would involve secretly loosening a hairpin from her elaborate hairdo and using it to unlock her chains. Then she would then toss it towards Salacious Crumb, creating a distraction as she slipped away into the shadows of the palace.



NAME: CATHERINE TABER
ALIAS: PADMÉ AMIDALA
LEIA ORGANA

FIRST APPEARANCE:
Star Wars: The Clone Wars (2008)

Gungans—would immediately see beyond their primitiveness and

have respect for their culture. And I think they would love her too.

If Darth Vader used the Death Star to threaten Naboo, what measures would Padmé have taken to prevent its destruction? Padmé would need only look him in the visor and say pleadingly, "Ani!" and that would be that. Naboo would be safe. But Vader would have a lot of "blowing up an innocent planet" energy built up, so the next person who crossed his path had better watch out!

If Leia got to play within the Clone Wars universe, what would she do with all of her newfound gal pals like Satine, Ahsoka, and Aayla? Leia is not particularly good at being diplomatic, so I don't think she would be able to have the same friendships that Padmé has with people whom she doesn't see eye-to-eye with. Satine and Leia would probably not be sitting down for cocktails! I think she would enjoy talking to Aayla and Ahsoka and hearing about their exploits.

When Padmé's life was threatened, she hid on Naboo. Where would Leia have hidden under similar circumstances? I think Bespin would be the best choice, and let's face it, Lando owes her one.

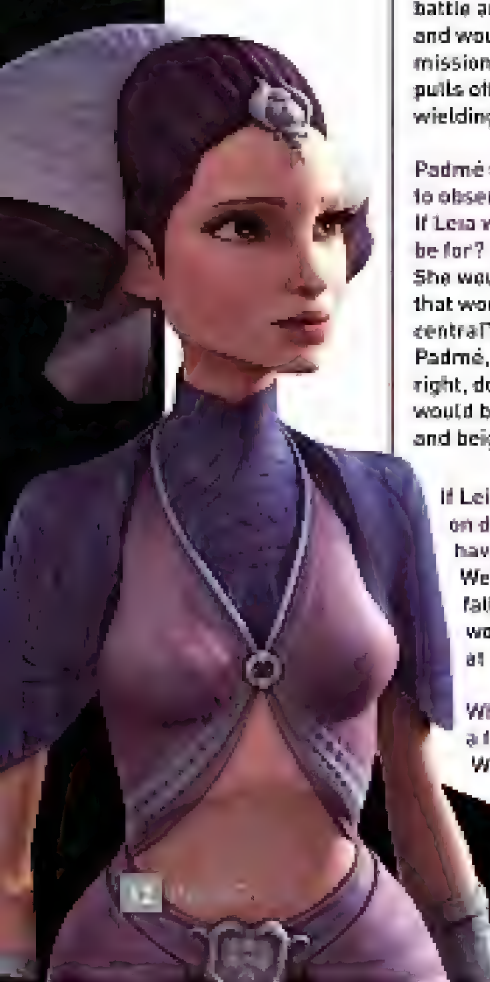
What other female roles in the saga would you like to tackle? Having the chance to play mother and daughter in Padmé and Leia is so much fun and a great honor. Now I just need a project where I can voice the granddaughter, Jaina Solo, and I will have played three generations of the same family! ♡

Leia dressed as a bounty hunter to infiltrate Jabba's palace. Whose armor would Padmé wear if Anakin needed rescuing? I have to go with Pre Vizsla's Mandalorian battle armor. It would make a great disguise, and would be super flattering for the rescue mission. Anakin's look of surprise when she pulls off her helmet would be priceless, and wielding the darksaber would be a bonus!

Padmé used to dress up as handmaidens to observe life outside of the royal circle. If Leia went out incognito, what would it likely be for? She would dress as a Rebel pilot because that would allow her to get out of "command central" and into some real action. Leia, like Padmé, has that "If you want something done right, do it yourself!" attitude. Plus, orange would be a nice change from all the white and beige.

If Leia had to put up with a bumbling Jar Jar on diplomatic missions, how would she have handled the clumsy Gungan? Well, Leia gets her patience from her father; in other words she has none! She would most certainly leave poor Jar Jar at home.

What would Padmé have thought about a forest full of Ewoks? Who wouldn't love a forest full of Ewoks? Padmé—especially because of her experience with the

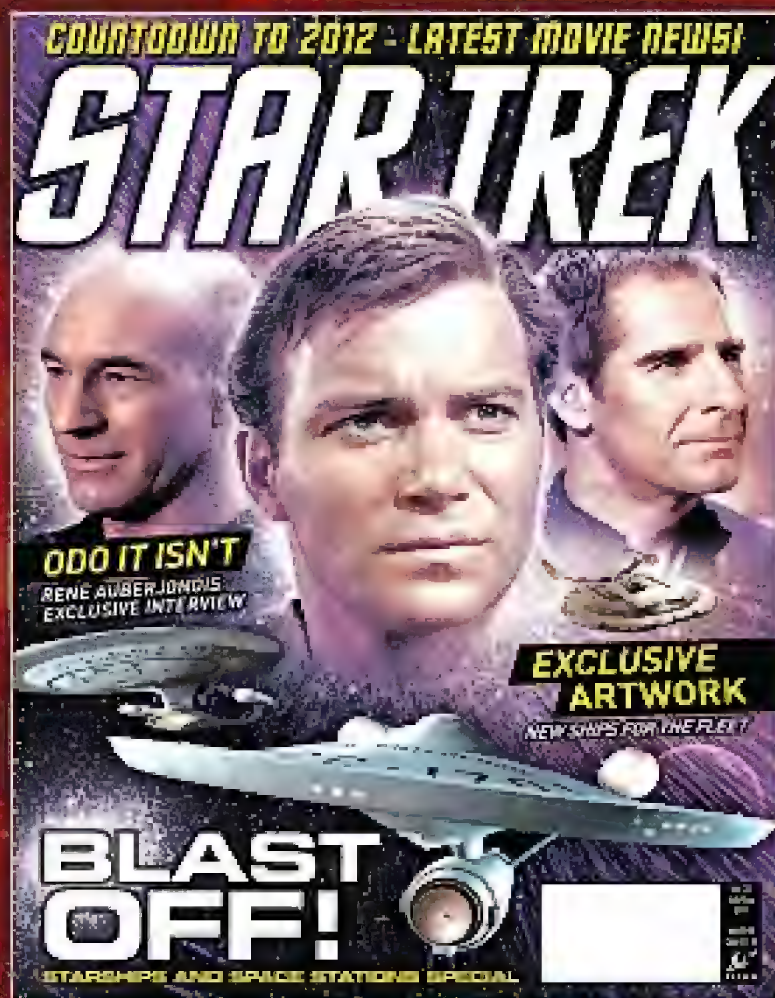


INTERROGATION DROID: CATHERINE TABER



STAR TREK

THE OFFICIAL MAGAZINE



STARSHIPS AND SPACE STATIONS SPECIAL!

MATT JEFFERIES

The Enterprise designer behind *Star Trek's* iconic images

BACK TO THE BLUEPRINTS

Spotlight on Franz Joseph's influential blueprints for the ships of Starfleet

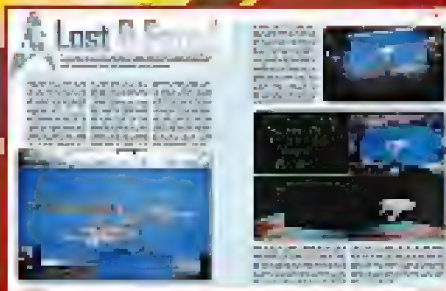
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An exploration of key ships

INTERVIEW: RENÉ AUBERJONIS

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THE WRITE STUFF!

STAR WARS: THE CLONE WARS HEAD WRITER CHRISTIAN TAYLOR TOOK THE SHOW TO EPIC HEIGHTS WITH SEASON THREE'S INTRIGUING MORTIS TRILOGY. THE VETERAN WRITER ON *LOST* AND *SIX FEET UNDER* SHARES HIS THOUGHTS ON WHERE THE SHOW IS HEADED IN SEASON FOUR! INTERVIEW BY JONATHAN WILKINS

You came to the *The Clone Wars* after great success with *Lost* and *Six Feet Under*. What are the advantages in writing an animated series over

live action?

The thing that is so exciting about this show is that what we can do is mind-blowing. In TV, you'll often find yourself trying to do something that gets compromised or cut because of schedule or budget. We keep the budget down on *The Clone Wars* as well, but what the animators do is so incredible that if you can imagine it and write it, they can make it happen. We had a writers' room for the third season and George Lucas

was in there with us. He's very keen to push the boundaries of the show. We were all drama writers who had worked in live action, so they took us around the animation department and we saw the artists hard at work on sets and characters. It's like a huge movie.

Sometimes in the writers' room when we were pitching ideas I noticed the producer, Gary Silver, putting his head in his hands, thinking *Oh oh, that's gonna be expensive!* But Dave Filoni [supervising director] just chuckled!

Are there any disadvantages to working in animation?

There are certain technical things

that just can't be done. For instance, we can't change a costume on a character. That would be easier in live action. The costume is actually integrated into the character, so you'll see characters in the same costume for a long time. Water and fabric are very hard to do on a TV animation schedule, because it's all about how long it takes to render something.

You have to take into account how long it's going to take to make the show. The Mortis story arc that I wrote three years ago was broadcast only a few months ago. I've just handed scripts in for episodes that might air who knows when!





Does your background in drama mean the drama in the show will intensify?

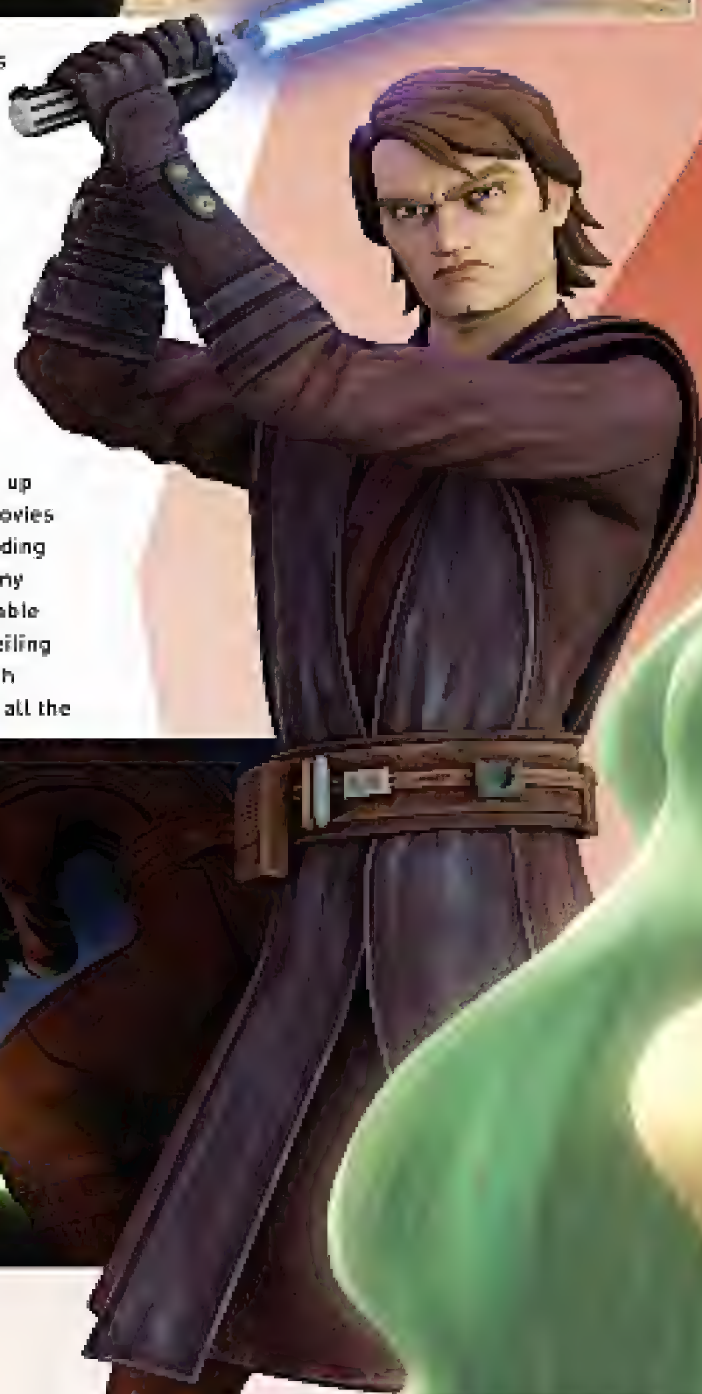
The thing with all television shows is that they take a bit of time to find their feet. That's their nature, and a lot of TV shows don't get the time to do that. George is so behind this show, that he's allowed it to grow. I think the show is told from Ahsoka's point of view. As she matures, I think the show matures. There was definitely a shift when they brought on more drama writers. I don't really view it any differently than telling an episode of *Lost*; it's just that we get to do it with this incredible animation.

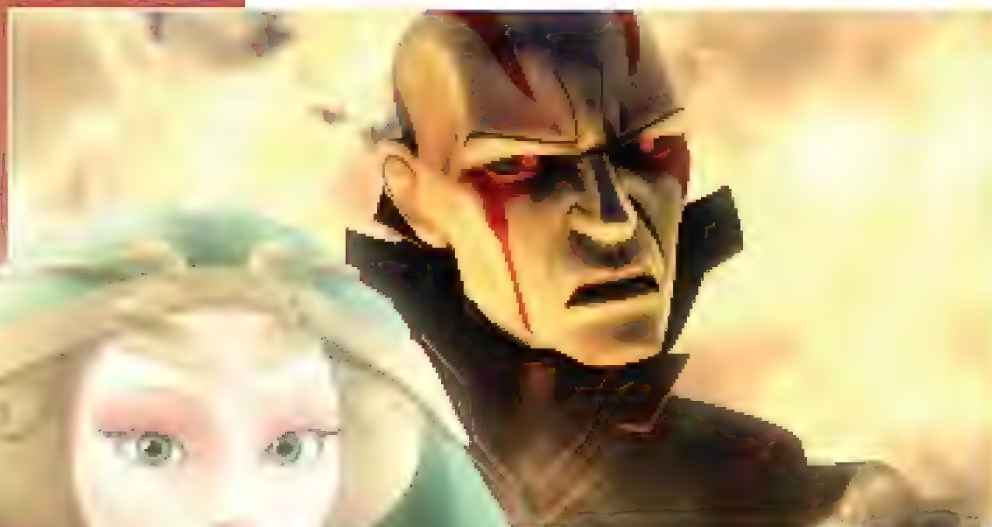
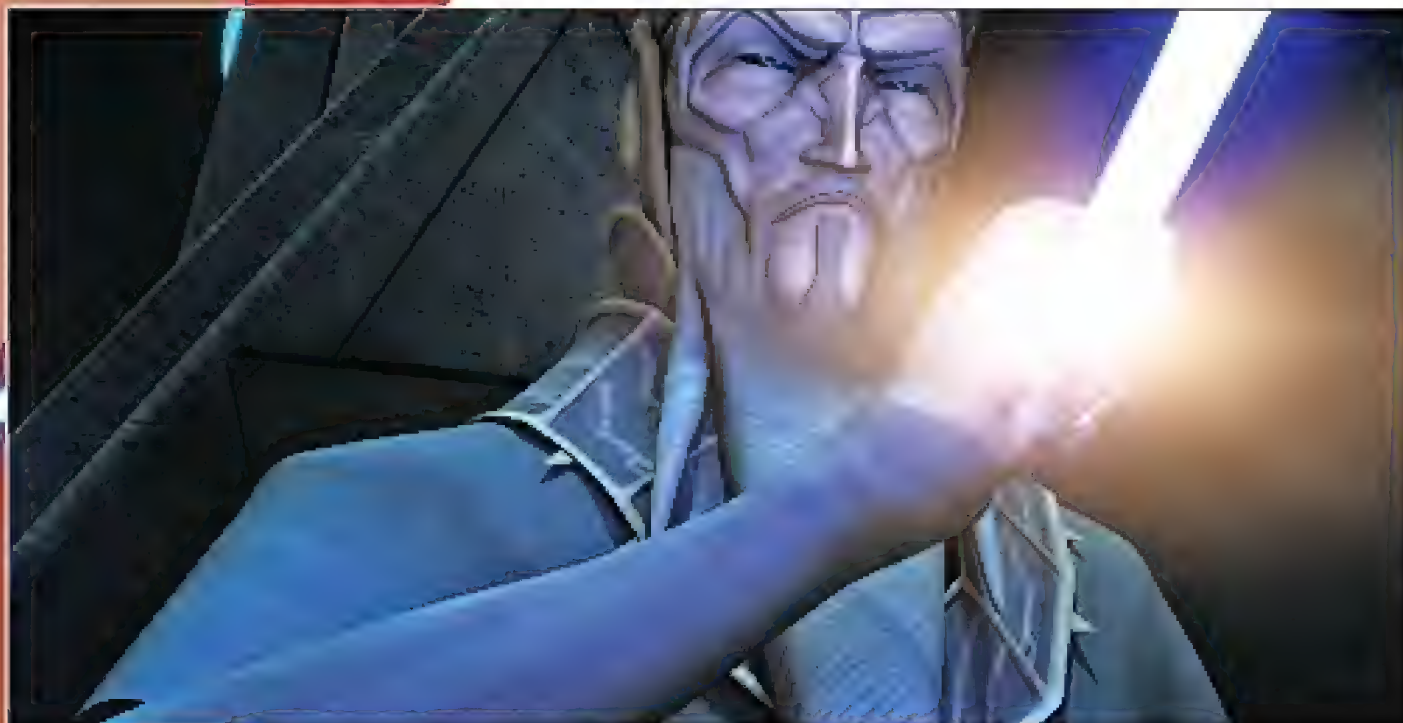
The tone changed in the middle of Season Three, and I think there'll be more of that as the show

continues because the stories are becoming more epic in scope. We're being allowed to tell stories in three- and four-episode arcs that are like mini-movies. We don't have to cram everything into 22 minutes; it's like having a three-act structure.

Were you a *Star Wars* fan as a kid?

I saw the first film at the seminal age of 8 or 9. I grew up watching these first three movies to the point where I was building these huge sets. I had this tiny bedroom, and I designed a table that would lower from the ceiling on a rope. I built the sets with polystyrene, and I would get all the





plants from the garden to make Dagobah, for example. I got a heating element and put it in a "bag" so that it would bubble and get misty. Yes, I was a fan!

Is the Expanded Universe an influence on your work?

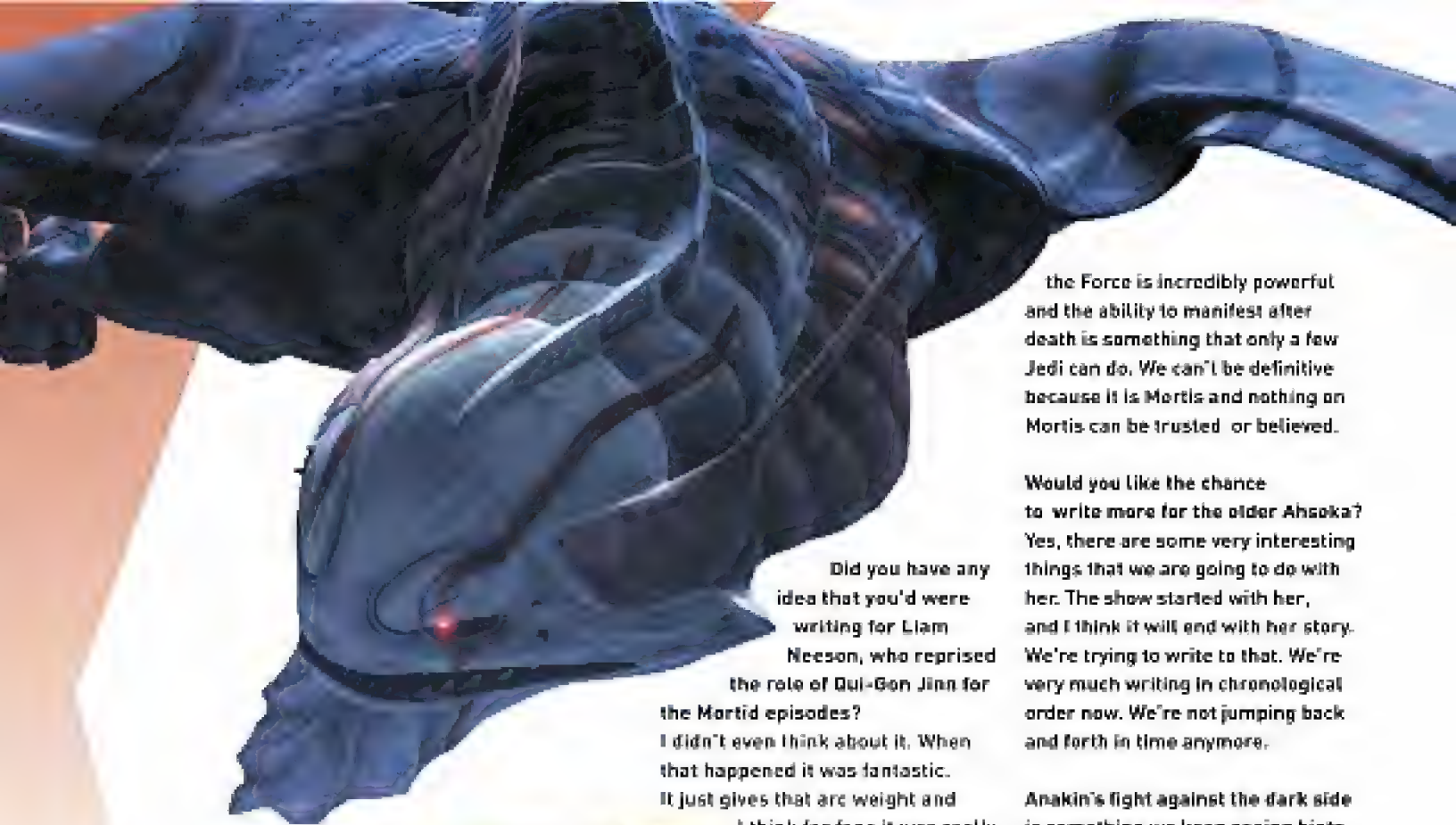
I never really accessed the *Star Wars* Expanded Universe, and that keeps me focused on *The Clone Wars*. I think that some writers can feel bogged down by the EU. A lot of it

isn't vital to telling stories in *The Clone Wars*. The films are very important to me, but I try to approach the show from a character and story perspective. I work with great people who know all about the Expanded Universe, so it can be referenced if need be. One of the great things about *The Clone Wars* is that if George Lucas says it's true, then it's true. That's not to diminish the storytellers of the Expanded Universe, but we get the privilege to sit with George and hear him explain in detail what the rules of the Force are, and what the rules of the Jedi Order are.

What sort of things did he go into? We were talking about the Mortis arc. George spoke about the Force for about 20 minutes. It was a really specific, carefully thought-out, spiritually aligned philosophy. Everybody in the room was hushed.

Afterwards Dave said, "George hasn't really talked about the Force a lot in the context of the show, so it's really exciting that he's getting to do this." That was one of the reasons why I chose to do this trilogy of episodes that featured the Force so prominently.





the Force is incredibly powerful and the ability to manifest after death is something that only a few Jedi can do. We can't be definitive because it is Mortis and nothing on Mortis can be trusted or believed.

Would you like the chance to write more for the older Ahsoka? Yes, there are some very interesting things that we are going to do with her. The show started with her, and I think it will end with her story. We're trying to write to that. We're very much writing in chronological order now. We're not jumping back and forth in time anymore.

Did you have any idea that you'd be writing for Liam Neeson, who reprised the role of Qui-Gon Jinn for the Mortis episodes?

I didn't even think about it. When that happened it was fantastic. It just gives that arc weight and I think for fans it was really fun. I love Liam Neeson—he's fantastic, cool, and a dude!

When we see Qui-Gon, is he a Force spirit?

I think it may be a little unfair of me to give a definitive answer. I think

Anakin's fight against the dark side is something we keep seeing hints of in the show. How far can you take that?

We pushed it pretty far with Mortis, and there will definitely be other things to look out for as we build towards *Revenge of the Sith*. The challenging thing about this show is that it's in a specific timeline.



so we can't deviate from that timeline. That can be frustrating, but it also keeps us precise in our storytelling. I think the Mortis trilogy was a chance to really go at it, and there will be other emotional arcs as the story builds. There will be some interesting events that occur, although I can't say what they are yet!

I just handed in a story, featuring a certain character, and I can't say who the character is, but it's epic, mind-blowing stuff that came from George. Unfortunately, you're not going to see it until sometime in the future!

Are there any characters that you'd like to have the chance to write for that haven't appeared yet?

I don't know, I'm trying to think who we haven't done yet.

I think it would be great to do Han Solo, but I defer to Dave and George on that. You don't want the show to get so cutesy that every character who's in the show was in the movies. I think that Chewbacca and Tarkin are in the body of that world, but Han Solo doesn't relate to anybody, so I'm not sure. ☹



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MY STAR WARS

AUSTRALIAN ACTRESS BONNIE PIESSE PORTRAYED BERU WHITESUN (LATER LARS), IN *ATTACK OF THE CLONES* AND *REVENGE OF THE SITH*. ALSO A TALENTED SINGER/SONGWRITER, SHE HAS RECENTLY RELEASED A NEW ALBUM ENTITLED *THE DEEP END*. WORDS: JONATHAN WILKINS

When did you first become aware of *Star Wars*?

I've known about *Star Wars* all my life, but I'd never seen the movies. When I heard they were shooting Episode II in Australia, I wanted to audition. My agent called me out of the blue and said Robin Gurland (the casting director) wanted to see me for the role of Beru. At that point I rented all the movies and watched them. After that I became a *Star Wars* fan.

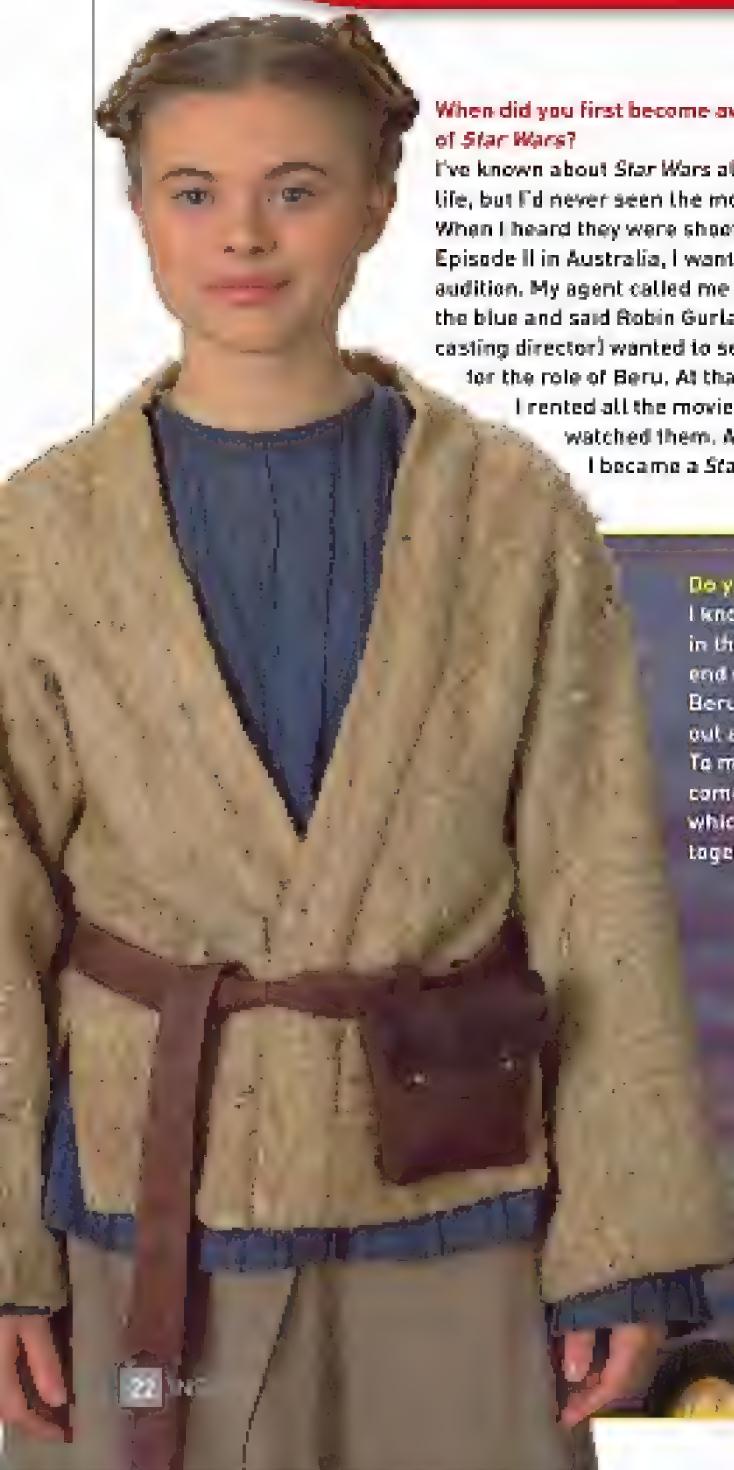


What was your reaction to watching the movies?

I was totally absorbed in the world George Lucas created and I absolutely loved them. I couldn't believe I'd never got around to seeing them before!

Do you have a favorite scene?

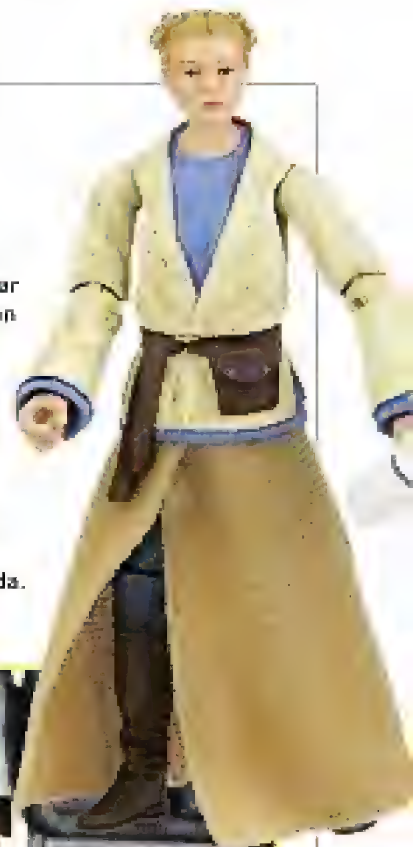
I know I'm biased because I was in this scene, but I really love the end of Episode III where Obi-Wan gives Beru and Owen baby Luke, and they look out across the desert at the twin sunset. To me there's so much hope of what's to come in that scene. It's a new beginning, which leads to *A New Hope*, and ties it all together beautifully.





Do you have a favorite *Star Wars* toy?

I was never given any *Star Wars* toys, other than an action figure of Beru, which a fan gave me. It's really bizarre to have a small figure of yourself! If I could pick a *Star Wars* toy then I'd choose to have one of my favorite character, Yoda.



Can you reveal an exciting fact about yourself that fans won't know?

I'm really into personal development and unlocking human potential. I'm learning how we limit ourselves with various fears and stop ourselves from achieving and experiencing things. I'm always seeking to break those limitations and achieve more in my life. I think this quest for growth is something that's really expressed in *Star Wars*, so I really appreciate the messages George Lucas Incorporated into the films.



What's your favorite *Star Wars* movie?

I love *The Empire Strikes Back*. There's a beautiful simplicity to it, and the characters are very real and likeable. I love the relationship between Han Solo and Princess Leia.

Where did you sign your first *Star Wars* autograph?

I got a letter through my agent from a German fan right after I was cast in Episode II. Suddenly I realized I was a part of something that was very big that people all around the world were excited about!

Bonnie Plessie

Where is the strangest place you've been recognized?

That would be at Celebration II in Indianapolis in 2002. Joel Edgerton [Owen Lars] and I were walking down the street. A bunch of fans dressed up as stormtroopers saw us and started yelling, "Hey, it's Owen and Beru!" and chased us into a side door of the convention center!



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INNER



WARS!





How did you get the job on *The Clone Wars*? I don't know how the production team got my show reel, but they chose several people to score one act from the first show. I met with Dave Filoni [*The Clone Wars*' supervising director] beforehand and he gave me his thoughts. I then went back to the studio and recorded an audition tape.

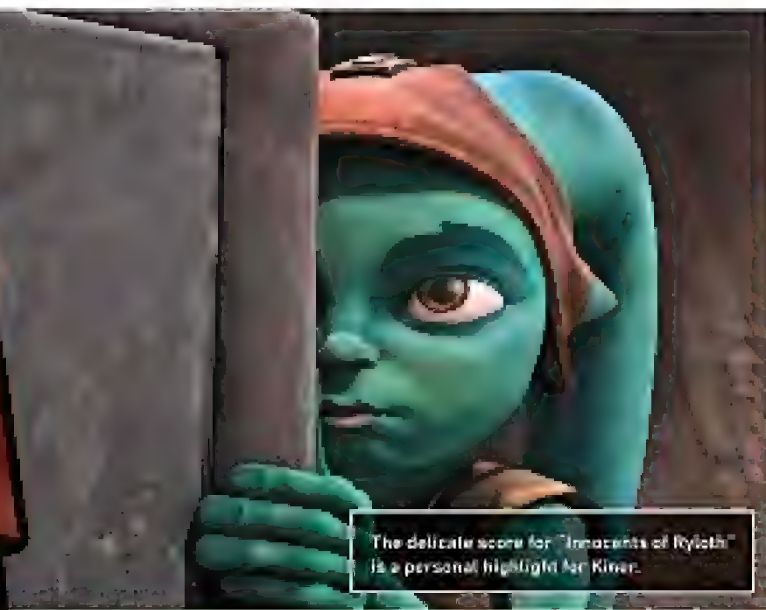
How did you approach adapting the *Star Wars* theme for TV?

George Lucas had quite a bit of input on that once I'd gotten the gig, but initially I was apprehensive about changing the arrangement, I think I made the comment that John Williams did it correctly the first time. It's such a memorable piece of music—in fact, it's probably one of the most famous pieces of music of all time! To start altering it is, I think, really dangerous—especially as I'm a huge fan of

Williams' original. I think everyone on the show wanted something fresh and different—not necessarily better or worse—but something that you can identify as our show. It was a tough process—probably one of the most difficult things I've had to do in my 25-year career. Just the thought of it would make any composer break out in a cold sweat! After I got over that, I really set about trying to do something great.

There were a couple of musical problems that I ran up against. A lot of the influences throughout our score are from ethnic percussion—big drums with big beats. John Williams originally wrote the theme as a march in the time signature of 2/2. Once you add big beats to that it starts to get all disco on you. I hit upon the idea of changing the time signature to 5/4, and that breaks it up and takes it away from disco.

That was one of the key insights for me. It was a great relief because I thought, *It's going to work. I'm not going to have to hide in Siberia for the rest of my life!*



The delicate score for "Innocents of Ryloth" is a personal highlight for Kiner.

At what stage do you get involved in scoring each episode? Sometimes I'm brought in early in the process—if a character has to sing, or if there's a musical piece that has to be animated—but only rarely. Most of the time I see a nearly completed show, and that's the first time that I'm exposed to it. I watch the show all the way through with a temp track [music used as a placeholder to signal the tone of each scene] on it. Sometimes it's my music from a previous episode or music from different films; we occasionally use music from the *Star Wars* features. Then I react to the temp track. In Hollywood that's generally become a very good way for a director to communicate with a composer. Talking about music can be very difficult for someone who isn't a musician. You can talk in adjectives and say things like, "Make it dark, make it angry," but "angry" can mean a Bach cantata or Ozzy Osbourne! Once you have the temp track it can give you a much better jumping-off point.

A temp track is even good if it's bad. That gives you a point of



The man who stopped the *Star Wars*: *The Clone Wars* from going all-dieci! Kevin Kiner in the studio.

conversation, and you can say, "Oh, this certainly doesn't work!" So it doesn't always have to be spot on. Dave Filoni is an extremely creative guy. I just received an email from him this morning about an idea for a future episode. A minor character in the episode dies, and Dave had this idea of having a solo trumpet play, which is a very lonely sound. It's fantastic to have that kind of input from Dave.

How much music do you create for each episode?

I write the episode wall-to-wall, so that's 22 or 23 minutes. There are places where the music features more

Which composers have had the biggest influence on you? John Williams will always be my favorite; he's probably the reason why I'm a film composer. Jerry Goldsmith, Ennio Morricone, and John Barry are also fantastic. They were my early influences and they're all big melody guys. In terms of modern composers, I love what Hans Zimmer is doing, and I think John Powell and Harry Gregson-Williams are enormous talents. In fact I lost out on an Annie Award to John Powell; but he's so good I didn't want to punch him! One of the things I have fun doing is keeping my scores modern, so I very much respect these people.





prominently and places where it's taken out in the final process of the mix. When we were mixing the *The Clone Wars* feature film,

I went to Skywalker Sound and was taking out more music than anybody! Sometimes you think you need more music than you actually do. If the situation is appropriate, it's really great to take a breath and not have any music. That really gives the music an impact when it does kick in. But just so that we're covered, we write it all the way through. Dave can choose in the final process how prominent it will be in each situation, because by that time he's also got all these marvelous sound effects. It takes about two weeks to complete a score.

The episodes have many different tones, from political drama to horror to non-stop action. Do you have a favorite type of episode to score? Those different types of episodes give an indication of why the show's so much fun to score. If it was always battles I think I'd be worn out by now. If it was always political themes I think I'd have tired of that too. So it's really great, as in life, to have variety, and that's one of the great things about the show.

You've held back from using John Williams' themes. Is there a particular reason for that?

We've felt like this show should have its own identity. There are themes that I have developed, such as Ahsoka's theme, the clones' theme, and the battle theme that have become part of the show's identity. The themes from the movies are iconic and wonderful, but they were part of that series of six films. We do use them occasionally, but extremely sparingly. As a result they really have an impact when they do come in every so often. But *Star Wars* is progressing and evolving with this show, and the music reflects that.

Of all the scores you've created for the series, do you have a particular favorite?

The themes I wrote for the Nightsisters trilogy were among my favorites. It was really great material to work with. There was another one where we used an ethnic flute: it was the episode in which they found a little girl trapped in a cave (*"Innocents of Ryloth"*). It was a really delicate episode, and we had this fantastic musician playing a bamboo flute; I was really satisfied that we captured the innocence of the character.

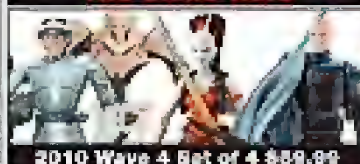
Will we ever see a soundtrack album of your work from the show? Oh, somebody else has the first say on that! I haven't actively pursued it because I'm so busy working, but yes, I would love to see it! ♪

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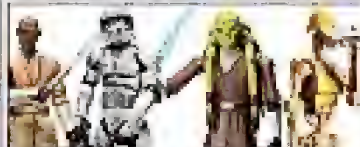
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The Clone Wars



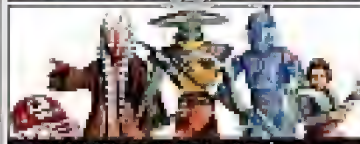
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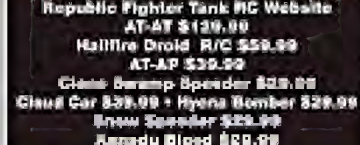
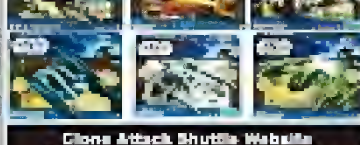
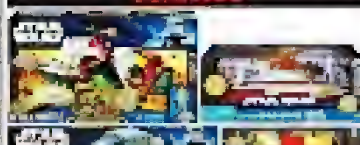


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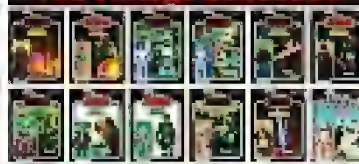
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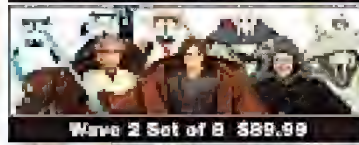


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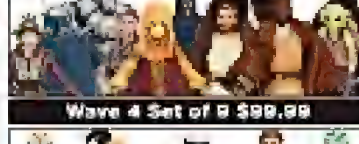
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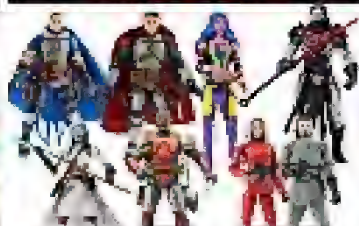


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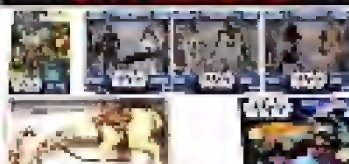
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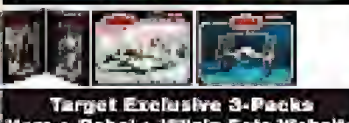
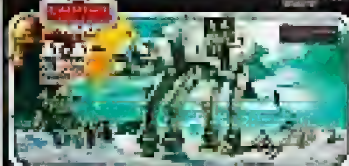
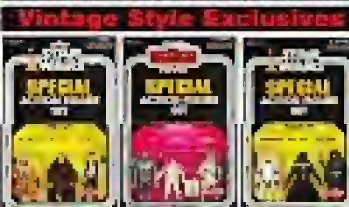


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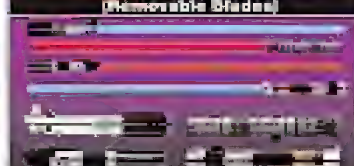
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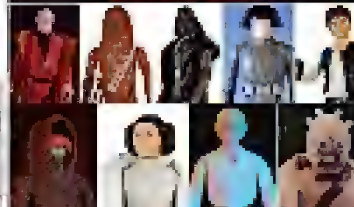


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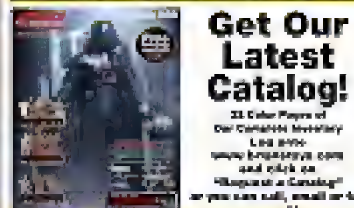
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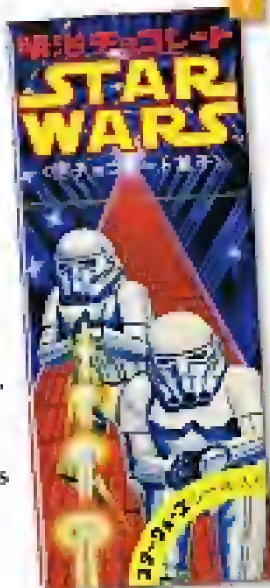
STAR RETRO WARS

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THERE'S NOTHING SWEETER THAN STAR WARS CANDY!

WORDS & IMAGES: GUS LOPEZ

Every *Star Wars* movie and television release from *A New Hope* to *The Clone Wars* has been supported with a multitude of candy promotions. [1] Nestlé, the first *Star Wars* candy licensee in the U.S., offered a mail-away pendant, that customers earned by sending in wrappers of Nestlé's Crunch, Nestlé's Milk Chocolate, Choco'Lite, and \$100,000 Bar. Just eight weeks and 2,090 calories later, kids could get one of four pendants in the mail: Darth Vader, R2-D2, C-3PO, or Chewbacca.



[2] In Japan, there were multiple candy products issued with premiums by Meiji Seika and Morinaga for the 1978 Japanese release of *Star Wars*. Meiji Seika offered four different boxes of chocolate-covered peanuts, each with one of 20 *Star Wars* character shots from the movie, yielding 80 variations in total. Three of these boxes featured artwork that was exclusive to Meiji Seika (stormtroopers, X-wing and TIE-fighter, C-3PO and R2-D2) and the fourth



[4] In the United Kingdom, Trebor sold cherry and pineapple-flavored candies that came individually wrapped with a simple *Star Wars* logo design. Trebor released additional candies for *The Empire Strikes Back*, updating its flavors with lemon and raspberry/pineapple. In addition to the film logo, the *Empire* wrappers featured line art of R2-D2, C-3PO, Chewbacca, Yoda, and Darth Vader.

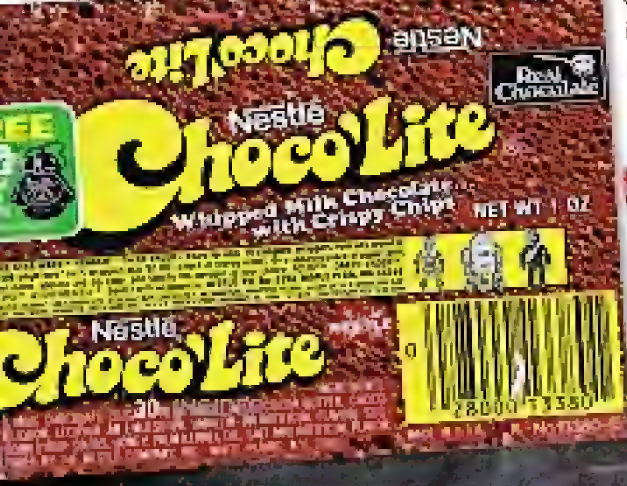


box included the classic Hildebrandt Luke and Leia art. Meiji Seika also produced a chocolate candies tube with *Star Wars* artwork.

[3] Morinaga released several strawberry caramel two-box sets in addition to candy boxes with movie scenes and artwork.



[5] In the U.S., Hershey sold six packs of various chocolate bars in its product lineup with *Star Wars* character cards from *The Empire Strikes Back* printed on the cardboard trays. These were available in six-packs of Hershey's Milk Chocolate, Hershey's with Almonds, Krackel, Kit-Kat, Mr. Goodbar, Reese's Crunchy, Reese's





Peanut Butter Cup, Rolos, and Whatchamacallit.

[6] In 1995, the first over Star Wars PEZ dispensers were released, capitalizing on the huge resurgence of interest in Star Wars at that time. For the first time ever, characters such as

Darth Vader, C-3PO, Princess Leia, and Boba Fett appeared as pivoting heads atop of these classic candy dispensers in what seems like the perfect marriage of a candy product and movie license. These saw extensive worldwide release, and Star Wars PEZ containers were also produced for *Attack of the Clones* and *Revenge of the Sith*.

[7] Another classic candy tie-in was the Star Wars Kinder Eggs promotion in Germany in 2002. Kinder Eggs are popular candy collectibles sold worldwide, except the U.S. They are blind-packed with surprise toys inside plastic eggs coated in chocolate. The first Star Wars Kinder Eggs promotion included Star Wars PVC "Happy Hippo" figures such as "C-3Hippo" and "Han Hippo". Quite a few promotional items and displays were



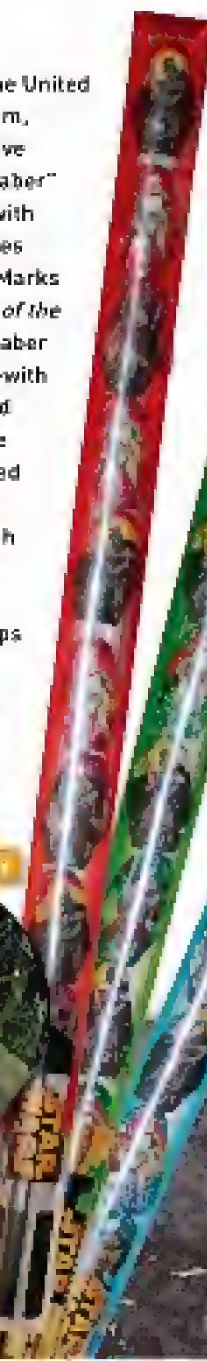
made for the highly publicized launch such as a cardboard hippo Landspeeder.

[8] One of the most memorable Star Wars candy tie-ins was the heavily publicized Star Wars M&M promotion for *Revenge of the Sith* called the M&M "M-Plo." Items of note included 72 different bags of M&M's with Star Wars character images, each individually numbered. Throughout the promotion, M&M characters appeared in Star Wars personas with M&M versions of Boba Fett, the Emperor, Chewbacca, Queen Amidala, and many others. These characters appeared extensively on promotional material and were also sold as plush toys, action figures, and even ornaments. Beyond the M&M products for *Revenge of the Sith*, licensee Masterfoods sold Star Wars-themed Skittles and Kudos with additional packaging and premiums for these products.



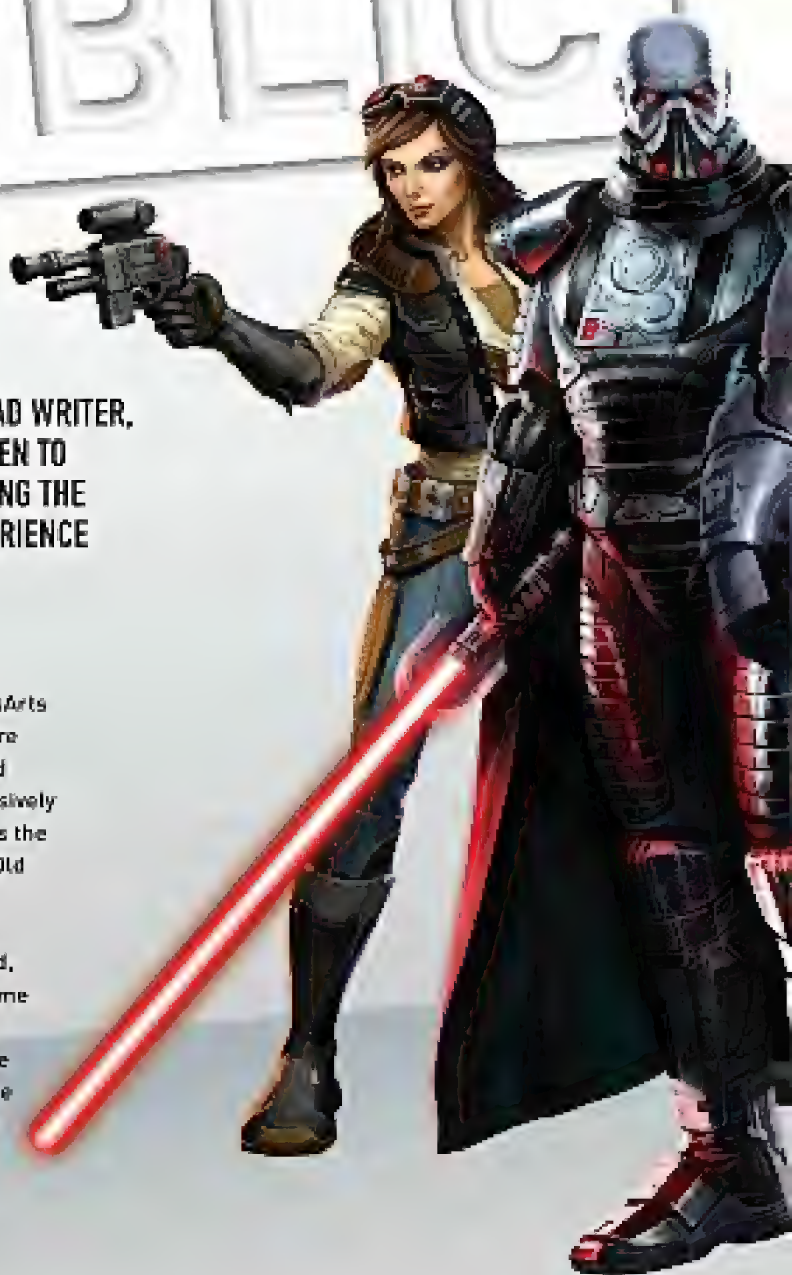
[9] In the United Kingdom, exclusive "lightsaber" tubes with chocolates

were sold in Marks & Spencer stores for *Revenge of the Sith*. They came in three lightsaber colors—green, red, and blue—with hilts for Luke, Darth Vader, and Anakin, respectively. Inside the tubes were individually wrapped chocolates with foil wrappers depicting a clone trooper, Darth Vader, Yoda, and Obi-Wan. For *The Clone Wars*, Marks & Spencer sold chocolate lollipops with brightly-colored foil wrappers for Ahsoka, Captain Rex, Yoda, Obi-Wan, and Anakin, satisfying the sweet tooth of a whole new generation of Star Wars fans. ☘



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WRITER'S REPUBLIC



STAR WARS: THE OLD REPUBLIC'S LEAD WRITER, DANIEL ERICKSON, PUTS DOWN HIS PEN TO REVEAL THE SECRETS BEHIND CREATING THE BIGGEST AND MOST IMMERSIVE EXPERIENCE IN *STAR WARS* HISTORY.

WORDS: TONY A. ROWE

GLOSSARY

RPG: Role Playing Game in which players act out the roles of characters in a narrative game.

Class: The character role you take in the game. For example, you might play as a Bounty Hunter or a Jedi Consular. Each class has different attributes that are designed to aid your progress through the game.

Faction: The allegiance or side you choose in the game. Your faction can be to the Galactic Republic of the Sith Empire

Software developer BioWare and LucasArts haven't taken the quicker, easier, more seductive path with *Star Wars: The Old Republic*, the first new *Star Wars* massively multiplayer online game in eight years. This is the studio that created *Star Wars: Knights of the Old Republic*, *Mass Effect*, and *Dragon Age*—all acclaimed for their stories, characters, and dialogue. Now they are taking the handcrafted, story-driven experience of a single-player game and expanding it on an unprecedented scale.

The Old Republic has unique stories for the eight different character classes. It would take one individual more than 60 years to write all the distinct stories, and the game may be the largest voice-over project in entertainment history. We spoke to the lead writer, Daniel Erickson, about the challenges involved.

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all his expertise and can be a final arbiter when it comes to questions about KOTOR. Whenever you deal with somebody else's story, it's really useful to be able to have the author to say, "This is what was intended; this is where I was taking it."

How many different storylines are in the game?

We have eight core class stories and two big faction stories that cover all the different worlds in the game. There is no content that repeats between the Imperial and Republic sides.

We did not realize how much ancillary content we'd have on top of that, all of which needs to be contextual. This is a BioWare story-based game, which means that even the smallest things have to have story, context, and fit into the bigger picture.

How does the team divide up the writing tasks?

Class writing has a clear, consistent flavor. Each class story has a full trilogy and each chapter, at the very least, has its own writer. Most of the

classes have the same writer through all three chapters. Chapter one for each class is far longer than the entirety of KOTOR. For the parts that are not class-specific, we have one writer whose job it is to own a world. They write the world arc with between eight and 10 linked quests that tell the whole story.

How do you keep the storylines interconnected and insure they don't conflict with one another?
That is my primary job. I've got the giant path on the wall that says where TOR is going, how it all works together, and where we need to be in

SETTING THE SCENE

Star Wars: The Old Republic takes place 300 years after the events of *Star Wars: Knights of the Old Republic* and over 3,500 years before the rise of Darth Vader. Although the passage of time has meant that many of the characters from KOTOR have died, many of their descendants will be part of *Star Wars: The Old Republic*. Expect to see some familiar droids as well!





the future. I need to know several years out where in TOR's story we want to show up. I make sure the writers are fitting in, while giving them the freedom to write very different pieces.

How did you get into the mindset of a particular character class before writing?

We watched the movies again and again. While we draw from all the movies and *The Clone Wars*, *The Empire Strikes Back* is sort of our bible. We go back to that feel and those tones.

Because we have separate class stories, we have the equivalent of little genre films. It gives you an amazing feeling when you move around between them.

The Smuggler is the Han Solo adventure. It has flavors of *Indiana Jones* and *Big Trouble in Little China*. It's almost comedy action: he's constantly struggling to keep his head above water. Everything is out of control, there's lots of romance and silliness.

The Sith Warrior is a very dramatic, and big, Shakespearean piece. It's all classically trained British actors.

The Bounty Hunter was written with the great Westerns in mind. Boba Fett always struck me as very "cowboy-ish." He's one guy, he's got a gun, and he just wants to get his job done. I came up with a few different voices for the Bounty Hunter. His story is about being his own man and bucking authority. The lead voice was inspired by Boba Fett: he's strictly business. When I realized how the plot was being worked, I knew that a lot of people were going to want to play it as the guy who won't do what he's told, but is not cruel in any way—kind of like the roles Bruce Willis often plays. So, I looked at those movies, seeing what makes those characters work. Some other people want to play the Bounty Hunter as a guy who gets hired to hurt people because he enjoys hurting people.

Are the characters' personalities formed by dialogue choices?
Absolutely, and the dark side/light side stuff starts to keep track of that. In KOTOR, you were restricted in what you could say because you got dark side points for being snarky. Han Solo would be an evil Sith Lord under that system. Since we can have a light side Sith, we made sure your path down the dark side or light side came from what you do and not what





you say. It doesn't make sense for a Sith Warrior to go to his master and say, "I'm a nice guy and I love kittens and I think what you're doing is bad." He wouldn't last six seconds; how could he ever have become a Sith? What makes sense is for him to say, "Oh yes, kill the kittens. That sounds fabulous, Master." Then he goes on the mission and finds an alternate solution when the point of decision comes. It frees people up to choose the dialogue for their character. You can be Han Solo and always talk like you are the mercenary of mercenaries, but in the end, you are going to come back and save Luke.

How do you encourage group play in a game with individual class stories? You can always play with your friends. Once you pass the origin worlds, the majority of your play is not your class story. You have the multiplayer dialogue where you roll your "digital dice" against each other to get to talk. You get social points for winning rolls. You can use the social points for crazy costumes and fun cosmetic stuff. You can also use them for permanent upgrades that make you more charismatic and win more rolls if you're into the "talkie" game.

You can also travel around with each other on class stories. Luke

could take Han to Dagobah, and maybe dealing with Jabba would go better if Han brings some people along. Our game plays really well for friends who play together most of the time.

What is multiplayer dialogue?

I designed the system originally as an experiment because I wanted to see what multiplayer RPG dialogue would look like. I thought of a bunch of guys sitting around a table, yelling at each other. The Dungeon Master would be sitting there asking, "Are you saying that?" as the non-playing character [NPC] sits there freeze-framed.

How do we represent this quickly in a fun way? If you and I are playing together, there are different dialogue options for our different classes. It doesn't make sense for the Smuggler to address a Jedi the way a Jedi

"WE CAN DESTROY THE GALAXY AS LONG AS WE PUT IT BACK TOGETHER IN THE NEXT 3,000 YEARS."



Knight would. It doesn't make sense for a Jedi Knight to randomly hit on a cute Jedi, but the Smuggler is going to. Each of us chooses what we're going to say, roll a die, and the person with the highest roll wins. Because we can't see the other players' dialogue, you get a great surprise. You get these moments where one player will make the NPC angry and the other player tries to cover it up. Or the smuggler successfully hits on the NPC and they wander off together while everyone else is confused for a few minutes.

We were always trying to get the feel of an old gaming group. That is what has been missing from video game RPGs. We were all pen and paper people; we loved Dungeons & Dragons. So, we wanted to make RPGs and what was always missing from the experience was our friends.

How have you evolved the party relationship and dialogue choice systems for use in TOR?

We didn't really expand the dialogue system with the companion characters; we wanted to expand your connection to them. The dialogue system works really well. We don't have dialogue hubs coming back to the same three questions repeatedly. We try to keep everything cinematic and flowing in one direction.

We decided very early that all the things that players love to do that are not heroic were going to go to the companion characters. Your companions handle all of your crafting. They can sell your junk. They are constantly a useful presence in your game and that makes you pay more attention to them than you might if they are just people shooting behind you.

What sort of actions can we expect from the companion characters?
They are rounded companion characters, so they have romances, they can betray you, they give





updates on what is going on, and you can kill them. Each class has its own suite of companion characters. Playing through the game with each class gives you different experiences.

One issue with roleplaying games is that you are supposed to be playing a character that is 25 years old and yet doesn't understand basic things about how the galaxy works. Having your friend to nonchalantly discuss these things with you can help a lot. Do players' dialogue choices have

an affect on their relationships with other characters?

It doesn't make sense for the universe to call you "dark side" because you're being mean to somebody. But, it might make sense for your girlfriend to get mad at you. We get to do some unusual things in the game, especially with the romances. If you only write two or three romances, you have to cover the basics. If you are going to write a few dozen romances, you can write some strange places.

I remember a very funny brainstorming meeting about the various types of relationships people have and about people's exes. We have the train-wreck romance. There is the character that, as soon as they hit the "love" threshold, they immediately cheat on you. We've got the intimacy-issue romance. We get to cover all of them.

Is it easy to get such an expensive game approved by Lucasfilm? The process is incredibly easy. Does it fit Star Wars? Is it high quality? Does it follow the very few rules that are in place?

There are a lot of people who work on an existing genre and want to leave their stamp on it. They want to create a new concept. They want to shoot Force fireballs or they want more of a Star Trek sort of Star Wars. We are fairly conservative, hardcore Star Wars fans. The Old Republic is a love letter to *Star Wars*. 🙌

EXPANDED

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UNIVERSE



JEDI

ARCHIVE

RARELY SEEN IMAGES FROM THE LUCASFILM SERIES





Main image: Leia (Carrie Fisher), disguised as the bounty hunter Boush, and her quarry Chewbacca (Peter Mayhew) take a break in Jabba's palace. Facing page (from top): A pre-production sculpture of the Boush helmet; Boush and Chewie go before the cameras. This page (from top): Boush makes a point to Bib Fortuna; Don't move! "He's holding a thermal detonator!"



EXCLUSIVE FICTION

BUYER'S MARKET

AN ALL-NEW TALE BY TIMOTHY ZAHN

ART BY BRIAN ROOD

The sign over the huge junkyard said "Blackie's," and the man who'd emerged from the booth beside the narrow entrance had a flowing cascade of black hair. By the usual standards of logic, Lando Calrissian decided, that should be the yard's owner.

Except that he didn't act like an owner. There was hesitation in his step as he strode toward his visitor, an uncertainty in his face that didn't fit a man his size. The much smaller man trailing diffidently behind him looked far more at ease.

Still, Lando was a stranger here in Vornli City, and the post-Endor stage of the war against the Empire was still raging across this sector. Maybe Blackie just didn't like strangers.

"Afternoon," Lando said amiably as the two men came up to him. "Blackie?"

"Yeah," the big man growled. "You?"

"Name's Calrissian," Lando said. "I'm looking for some hard-to-find merchandise and heard you were the man to see."

"Got that right," Blackie said, pride momentarily eclipsing his animosity. "Third largest yard in the—"

"What exactly are you looking for?" the smaller man interrupted.

Something in Lando's gut warned him to hold back on the specifics. "Won't know until I see your stock," he said instead. "Shall we?"

He started forward. Blackie courteously stepped out of his

way, but the smaller man didn't move. "The yard's pretty big," he warned. "We could walk around the rest of the day and still not see everything."

"No problem," Lando assured him. "I can get the kick-sled out of my ship. Master—ah—?"

"Cravel," the other said. "And if you'd bothered to read your landing documents, you'd know repulsorlift vehicles are banned everywhere in the district."

"It's the scrap rats," Blackie explained. "Repulsorlifts attract them like crazy. That's why the spaceport has that two-meter-high thorn hedge you went through on your way out—they don't want the vermin swarming in and chewing on someone's landing gear."

"That could be a problem," Lando agreed. He *had* read the landing documents, of course. But it never hurt to look stupid when walking into a bargaining situation. "Well, time's a-wasting. Let's head in and see what you've got."

Reluctantly, Cravel finally stepped aside. "Fine. After you."

The yard was every bit as impressive as it had looked from above when Lando had brought his new ship, the *Lady Luck*, into the spaceport a kilometer away. It was also incredibly secure, far more so than any of the warehouses or repair service shops scattered around outside the port's hedge. Surrounded by an eight-meter-high wall topped with shred wire and an arching network of spider mesh to keep out any snooping aircspeeders who might be willing to risk a violation of the repulsorlift ban, the place was more impressive even than many of the new military outposts the freshly-minted New Republic had opened up.

And there, no more than fifty meters from the entrance—standing like a frozen sentinel among a group of rusty harvesters—was the exact item Lando had come all this way to find.

An Imperial All Terrain Armored Transport.

"Whoa!" he said, pointing like a kid seeing his first trickier snake. "Is that an AT-AT?"

"It's not for sale," Cravel said quickly.

"Not working, anyway," Blackie added. "Someday I need to sit down and take a good look at its engines."

"Oh, I wasn't looking to buy it," Lando hastened to assure him, shading his eyes as he peered up at the massive war machine. There was a net scaffold hanging over the machine's head, with three men standing beside the chin and the two Taim & Bak MS-1 heavy laser cannons mounted there. "I was just surprised to see it, that's all," he continued, lowering his eyes and looking around them. "Is that a Corellian half-tread over there?"

He let them walk him around for another half hour, listening to Blackie's sales pitch with half an ear, noting how much calmer Cravel seemed now that they were away from the AT-AT.

And as they toured the yard, he thought. Hard.

By the time they came to a pair of dilapidated Huitese marsh crawlers, he'd come up with a plan.

"Ah—now you're talking," he said, gesturing to the crawlers.

"Those up and running?"

"Do they look up and running?"

Cravel retorted.

"Afraid their engines are shot,"

Blackie said. "But either would be good for spare parts."

"Right you are, and I'll take 'em both," Lando said, doing a quick visual measurement.

The larger of the two was about three meters high, twenty long, and—most important of all—eight wide. It would clear the junkyard's narrow entrance but with less than half a meter to spare on each side. Perfect. "You got a tractor-hauler I can borrow to pull them out and across to the spaceport?"

"I've got one,"

Blackie said, his earlier wariness

back on his face. "But you should probably hold off for a couple of days."

"Why?" Lando asked. "Customs fees about to go down?"

"There's some kind of big shot coming in day after tomorrow for a major real estate transaction," Cravel said. "His people have already taken over the whole customs building, and they're not going to look kindly on someone who wants to start filing datawork on something else."

"Yeah, I've dealt with my share of big shots," Lando commiserated. "Pains in the neck, all of them. Fine, but I'm not going to just sit here and let someone else grab those crawlers. Let me have them now, and I'll rent one of those warehouses down the street to stash them in until the air clears."

"Well...sure," Blackie said hesitantly. "Sure. Let's go back to the office and do the datawork, and then I'll get the hauler and pull them out of the yard for you."

An hour later, Lando took up position just outside the junkyard, watching the hauler's treads churning up the dirt as Blackie dragged the first of the crawlers through the yard toward the entrance. He reached the gap and slowed, and Lando could see the man's head turning back and forth as he checked his mirrors, making sure he wasn't about to scrape the crawler against the entrance support posts.

Lando let him get the crawler about a third of the way through the gap. Then, with a startled shout, he snatched out his blaster, crouched down, and opened fire on the hauler's underside.

Blackie shouted something Lando couldn't hear over the roar of the engine and the screaming of the blasterfire. But the interference didn't last long. The engine seized up on Lando's third shot, the roar becoming a howl as the power regulators began cascading, and even that faded away on Lando's fifth shot. He gave it three more shots, just to be sure, before ceasing fire. Blaster in hand, he peered under the hauler, watching out of the corner of his eye as Blackie came boiling out of the hauler's cab, swearing like a Corporate Sector sabacc player. "Calrissian!" he snarled. "What in the—?"

"Did you see them?" Lando cut him off, putting a mixture of disbelief and revulsion into his voice. "They must have been half a meter long, with teeth the size of gyv knives—"

"What's going on?" Cravel's tense voice came from behind Lando. Lando turned to see him running toward them from the office booth, a blaster clutched in his hand. "Who was shooting?"

"He was," Blackie said in disgust. "Saw some scrap rats and lost his head. Brilliant, Calrissian. Just brilliant."

"Can you fix it?" Cravel asked, crouching down to peer under the hauler.



"Yeah, with enough time," Blackie said, his voice suddenly tight. "But..." He trailed off.

For a moment no one spoke. Then, Cravel straightened up. He looked at Blackie, then at Lando, and finally holstered his blaster. "Then I guess you'd better get to it," he said, a forced lightness in his tone. "Hang on a second, and I'll help you collect your gear."

"What can I do to help?" Lando asked.

For a moment he thought Cravel was going to say what he was obviously thinking. But the other merely nodded toward the spaceport. "Go back to your ship," he said. "It's going to take a few days to fix this mess."

"Sorry," Lando apologized. "I'll pay all the repairs, of course."

"We'll talk about that later," Cravel said. "Go on, get lost. Blackie, you come with me."

Fifteen minutes later Lando was back inside the *Lady Luck*, keying his comm board. It had been horribly risky, but he'd pulled it off. More importantly, he'd pulled it off without getting shot.

Now if only the man he needed could get here in the next two days.

"Coruscant Military Command," a brisk voice came from the comm.

"This is Lando Calrissian," Lando identified himself. "Former General Calrissian. I need you to connect me to Lieutenant Judder Page of the Katarn Commandos."

The big shot Blackie had talked about came in right on schedule, settling his ship as close to the customs building as possible and striding the rest of the way surrounded by a wedge of heavily-armed bodyguards. The people he'd come to do business with were already there, having casually drifted in over the previous few hours.

But it wasn't real estate they were going to be buying and selling. Not by a long shot.

"Well?" the nondescript man standing beside Lando asked.

"It's glitterstim, all right," Lando confirmed sourly, taking one last look at the customs building and then moving around the corner of the warehouse they were skulking beside. "No matter how carefully they package the stuff, some of the odor always gets out. Probably being grown in secret chambers out in the woods—it's a pain to recreate the Kessel environment for the spice spiders, but if you can pull it off there are huge profits to be made."

Judder Page grunted. "I don't want to know how you even know that, do I?"

"Probably not," Lando agreed. "Your men ready?"

"Mine are," Page said. "Question is, are yours?"

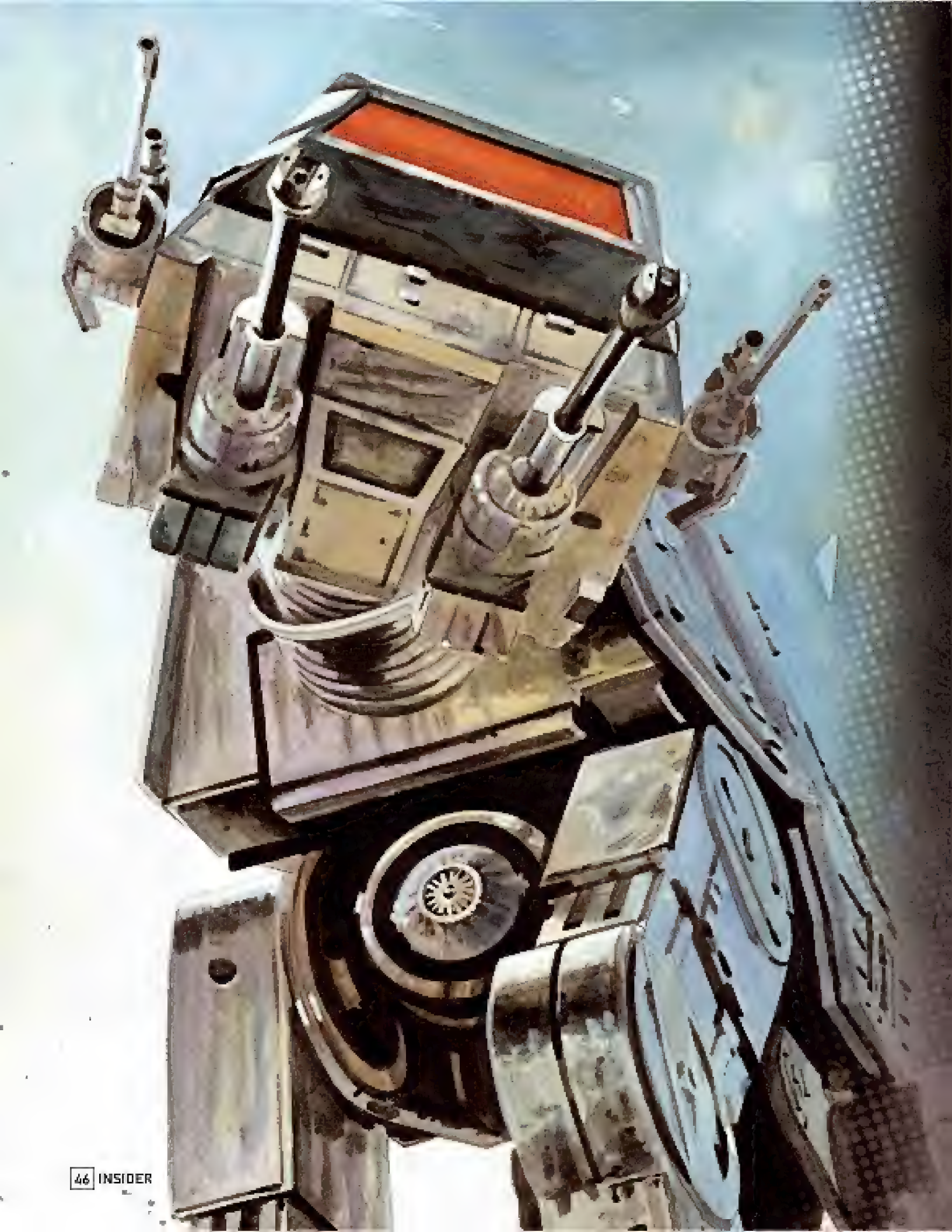
"I think so," Lando said. "Now that the buyer and his money are here, they should be showing themselves any minute."

The words were barely out of his mouth when, inside the junkyard's wall, the AT-AT clumped its way into view, heading for the marsh crawler still sitting in the exit.

"I'll be skrimped," Page said, sounding as awestruck as Lando had ever heard the man get. "And they got it working in two days?"

"Two days," Lando confirmed. "I'm guessing all Cravel originally wanted were the heavy lasers, probably with an eye toward mounting them and a generator on one of Blackie's treaded vehicles. I've seen that approach before: a gang takes over a junkyard near





a target, cobbles together just what they need for that one job, and then just leave everything but the loot behind."

"Until you forced them into Plan B."

Lando nodded. "Amazing how the smell of big profit brings out the best in people."

"Or the worst," Page said. "Come on—time to make ourselves scarce."

They slipped around one more corner, putting the AT-AT out of sight. But not out of hearing, and Lando winced at the sound of the AT-AT's big feet crunching down on the crawler he'd blocked the yard's exit with. The crunching stopped, and the ground beneath them began a rhythmic shaking as the walker headed toward the spaceport. Page touched Lando's arm, and together they wove their way between the buildings toward the spot Page had calculated would give them the best view of the upcoming drama.

As usual, he was right. They reached their vantage point just as the AT-AT came to a halt across the thorn hedge from the customs building and opened fire.

AT-ATs weren't the kind of war machine that could sneak up on anyone, and the bodyguards were already outside the building, pelting the massive intruder with fire of their own. But even heavy blaster rifles were of no use whatsoever against AT-AT armor. The machine's chin laser cannons raked the customs building with fire, calmly and systematically laying it open and killing everyone in sight.

The visiting big shot was one of the last to die, making a desperate race across the spaceport toward his ship and leaving a trail of dead bodyguards behind him. The AT-AT's gunners nailed him with a laser shot, then hit him once more just to be sure.

"There they go."

Lando looked up at the AT-AT's side. The boarding hatch had opened and two men on droplines were winched rapidly to the ground. With the walker's lasers still firing on the scattered survivors, the men unhooked from their lines and raced toward the scene of destruction. They disappeared into the smoke and dust, emerging a minute later lugging two large containers each. Running more slowly now under their burdens, they headed back to the AT-AT.

"Page?" Lando prompted anxiously as the thieves started fastening their stolen containers to the lines.

"Patience," Page advised. They had to see what the thieves were wearing and then change into something that more or less matched.

And then, with the thieves still bent over their task, two men wearing similar outfits emerged from one of the buildings and raced silently up behind them. They reached the thieves, there was a double flash of hold-out

blaster stunners, and the now unconscious men were unceremoniously shoved out of sight beneath the AT-AT's body. The newcomers grabbed the lines and one of them waved, and both men and containers were winched rapidly upward. Lando held his breath as they disappeared inside....

It was decidedly anticlimactic. One minute the AT-AT's lasers were firing at stragglers from the carnage. The next minute the weapons went suddenly silent.

"And that," Page said, straightening up, "is that."

"There's still their ship," Lando pointed out.

"Don't worry, it's covered." He eyed Lando curiously. "You want to tell me now why you insisted we wait until they attacked the spice dealers before we moved in?"

Lando shrugged. "Blackie told me the AT-AT wasn't functional," he said. "I figured that as long as Cravel had a crew here that was clearly up to mischief, I might as well let them get the thing in working condition for me."

"And you want a functional AT-AT why?"

Lando smiled tightly. "Come visit me on Nkllon in a few months and you'll see."

"Nkllon?" Page echoed, frowning. "I thought that place was way too hot to do anything with."

"You'll see," Lando said again. "So will the whole New Republic."

Page shook his head. "If you say so. Gops—time to get back to work. See you later."

He headed toward the AT-AT, where one of his commandos had reappeared in the side hatch and was winching the money and glitterstim containers back down.

Lando grimaced. Yes, the Nomad City project was an ambitious one: an old surplus Dreadnought balanced atop forty surplus AT-ATs, matching Nkllon's slow rotational speed so as to stay continually on the planet's cool dark side while they mined the planet's incredibly rich metal ores. If he could pull it off.

One AT-AT down. Just thirty-nine more to go.

Mentally, he shook his head. The smell of big profit did indeed bring out the best in people. The best, and the worst.

And the craziest.

Giving the AT-AT one last look, he turned and headed for the junkyard. Time to see how good a deal Blackie would be willing to cut him.

EXPANDED

Choices of One by Timothy Zahn goes on sale July 19, 2011

The 20th Anniversary Edition of *Heir to the Empire*, also by Zahn, goes on sale September 13

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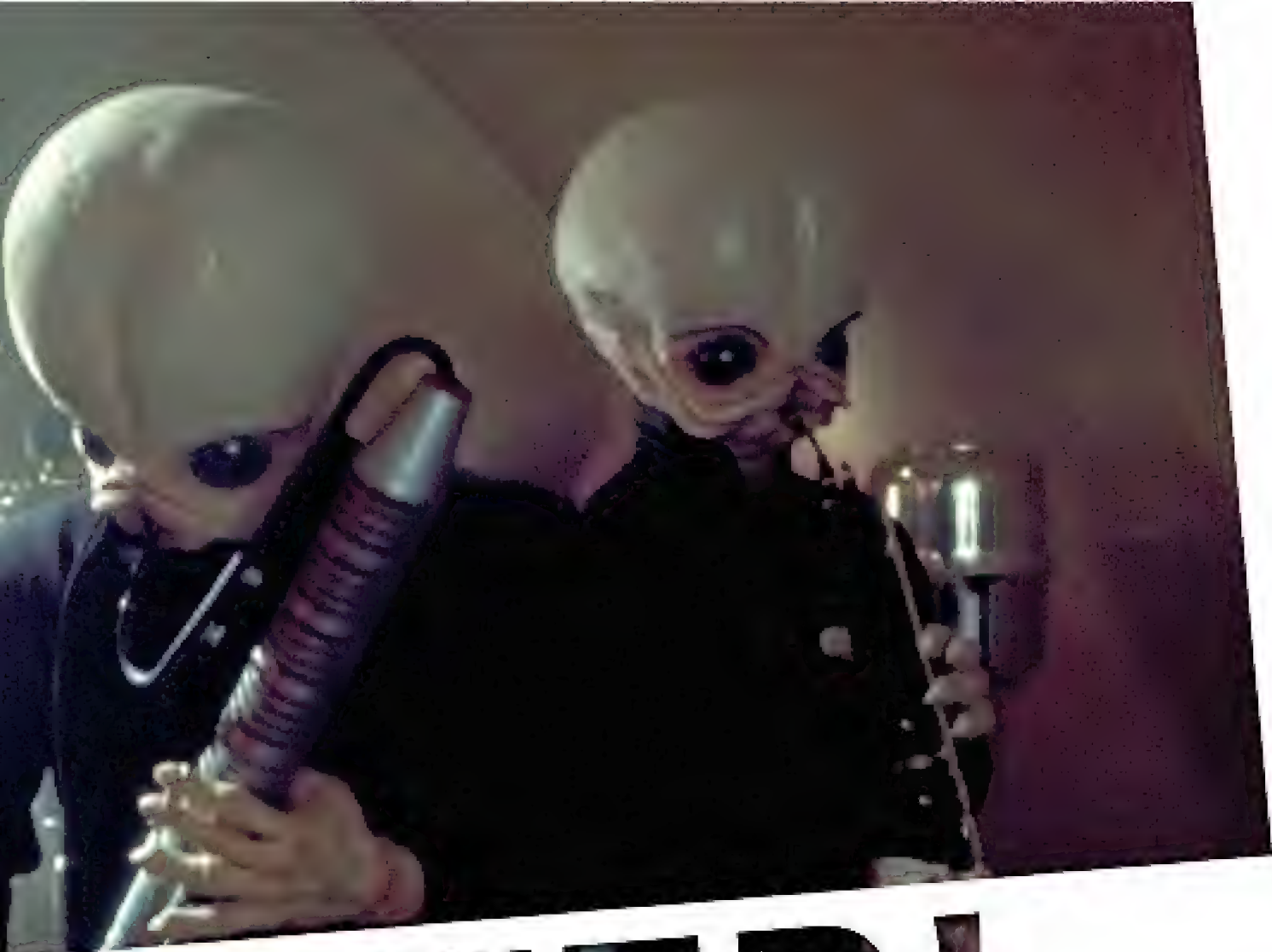
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A close-up photograph of two Wookiee characters from the Star Wars franchise. They are wearing dark, textured robes. The Wookiee on the left is looking towards the camera with a slight smile, while the one on the right is looking down at a small object in their hand. The background is dark and out of focus, with a bright light source creating a lens flare effect.

THE BEAST™

MULTI-AWARD WINNING SPECIAL EFFECTS ARTIST RICK BAKER LOOKS BACK AT HIS BRIEF TIME ON STAR WARS: A NEW HOPE WHERE HE ADDED SOME EXTRA CREATURE CARNAGE TO THE FAMOUS MOS EISLEY CANTINA COOK-UP!
WORDS: CALUM WADDELL

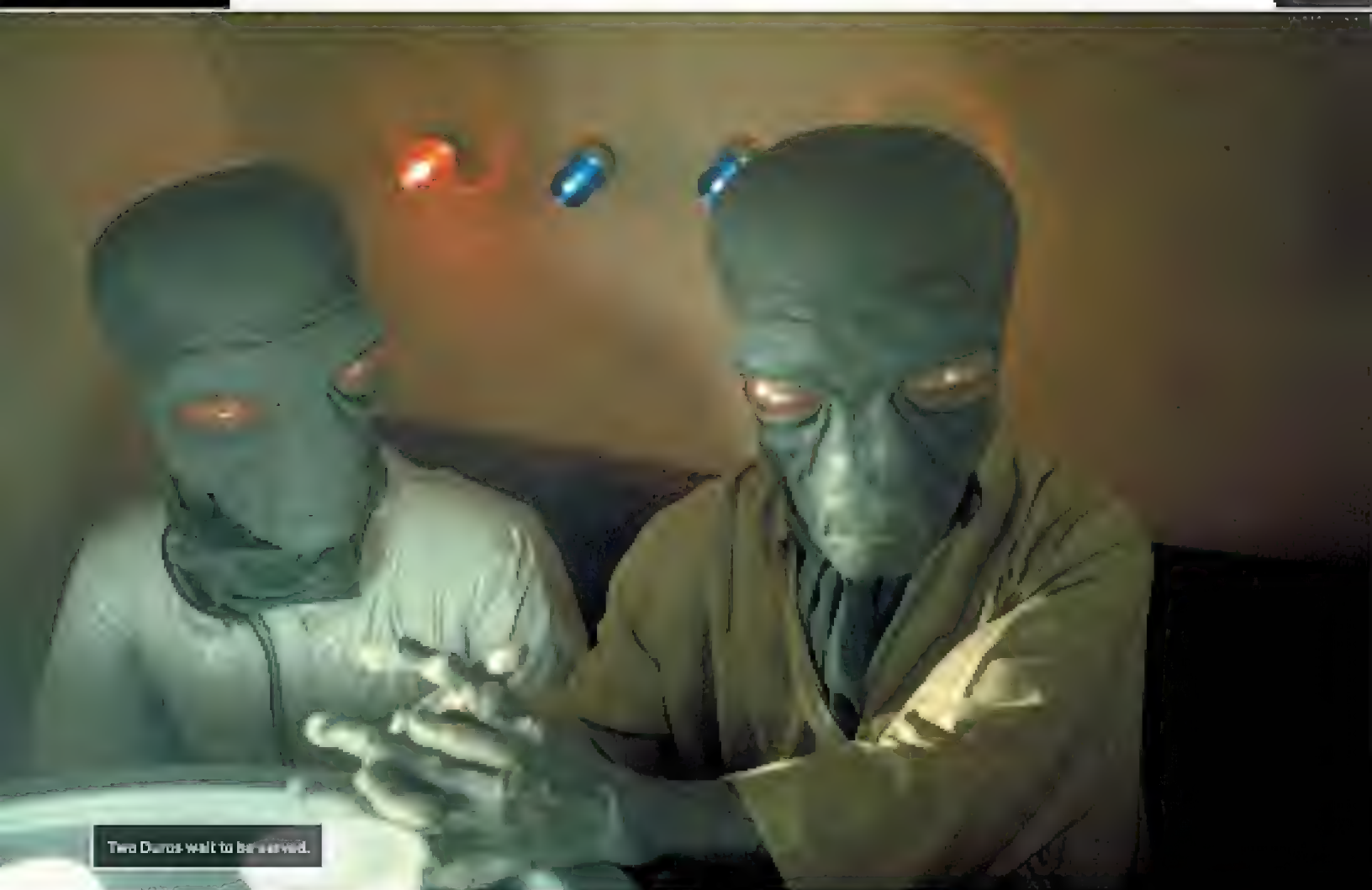


ASTER!

The proud owner of seven Academy Awards, Rick Baker is one of the world's most celebrated special effects artists. Now 60, the makeup maestro has to his credit such blockbusters as *Harry and the Hendersons* (1987), *The Nutty Professor* (1996), *Men in Black* (1997), *The Haunted Mansion* (2003), and *The Wolfman* (2010). Moreover, Baker effectively caused the creation of the category for Best Makeup Effects when, in 1981, the Academy of Motion Picture Arts & Sciences was so impressed by his work on 1981's horror

classic *An American Werewolf in London* that it decided on a new category. Baker had previously worked a little of his magic on *Star Wars*, albeit in a relatively minor role. Along with Doug Beswick, he is credited as "makeup artist: second unit."

Coming at a time when his profile was on the rise—he had just worked on 1976's heavily-hyped *King Kong* remake—George Lucas' space-opera proved to be an offer too good to refuse. "I think everyone in Hollywood, who worked in special effects knew about it at the time," Baker tells *Insider*. "That was especially true in regards to how



Two Duros wait to be served.

much money was being spent. A lot of the people that I knew—guys like Dennis Muren, Ken Ralston, and Phil Tippet—were hard at work on *Star Wars*, so I was hearing about the movie from them. But my actual contribution to the film was not as large as theirs. Basically, George had finished *Star Wars* but he wasn't happy with some of the scenes. So I got asked to come in."

Lucas was displeased with some of his movie's onscreen look. One such moment was the Mos Eisley cantina sequence, in which all kinds of intergalactic scum mingle with the heroes.

"They had already shot the cantina scene," says Baker. "A really talented guy, Stuart Freeborn, had made a bunch of masks. But George wanted to embellish the scene with more action. He wasn't happy with some of the aliens who were

walking around. He didn't think they looked quite right. So he asked the effects team if they knew anybody who could help "decorate" it a bit more and they said, 'Yes, we know a guy who does all kinds of rubber monster stuff' and that's how I got hired."

Having honed his craft on such low budget creature features as 1974's *It's Alive* and 1976's *Track of the Moonbeast*, Baker was perfectly equipped to provide some guidance.

"George called me in and showed me the cantina scene, which was the first glimpse I ever had of *Star Wars*," Baker says. "I thought it was really cool. He asked for my suggestions on how to make it even better. I said, 'Why don't we do some puppet creatures?' For instance, it would be a lot of fun to have one guy who's a kind of pirate alien and another who's a werewolf. But by





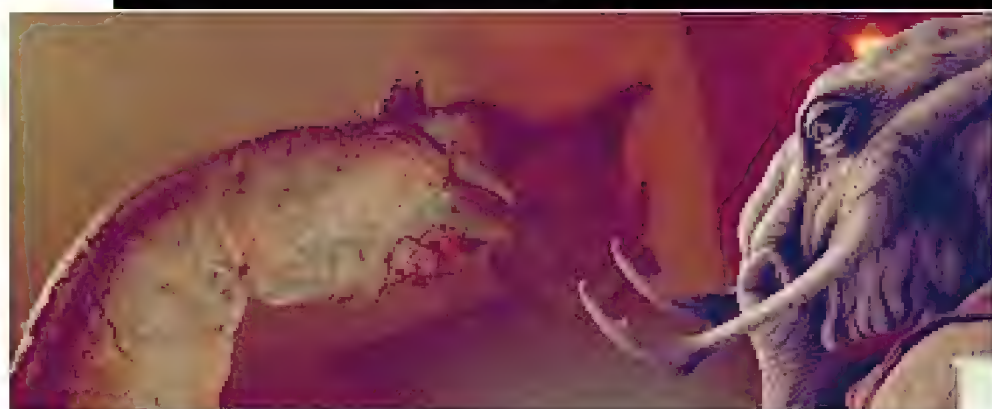
This image Baker's original werewolf mask. Cost with audiences, but less popular with the makeup maestro! Below: The scene as revised in the *Star Wars* Special Edition.

that point George was under pressure and didn't have a lot of time or money left."

With *Star Wars* entering the post-production process, Baker's options were extremely limited.

"So I designed some slip-on rubber masks, which were just like the sort of things sold in shops at Halloween," Baker adds. "We made them for no money and with hardly any time—but it was the best we could do. Some masks in the cantina scene are ones that I had made for myself before—just for fun—and I threw them in there too. It was weird to be working like that after having done *King Kong*, which was really lavish. We did our stuff and then George went back and shot the 'new' cantina scenes in just one day. Unfortunately, I couldn't be there. Instead it was my crew who went along and worked on the set. It's mentioned on Internet Movie Database (IMDB) that I'm behind one of the masks, but I wasn't. My crew played the cantina band. I designed the masks especially for them."

Part of why Baker couldn't make the shoot was another job offer.



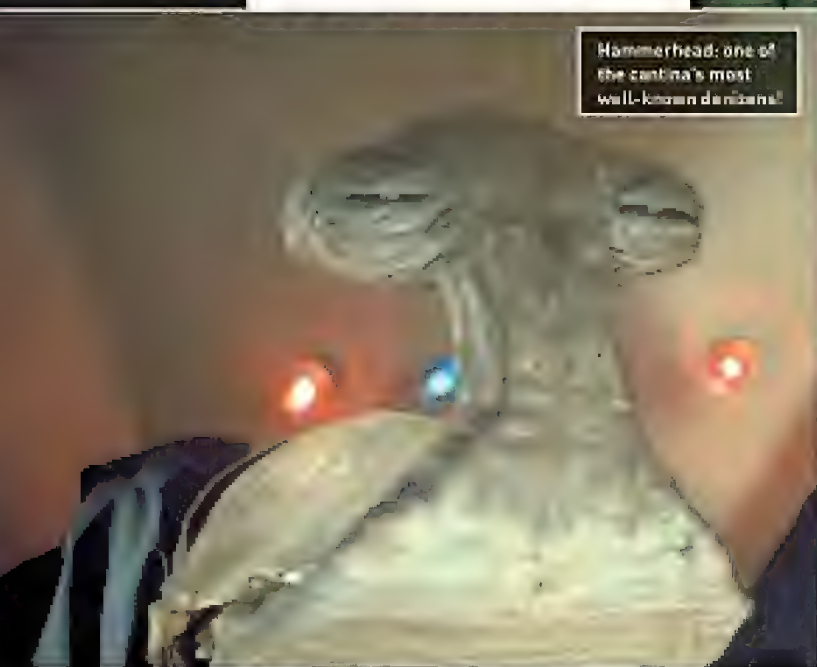
"Just as I was finishing *King Kong*, I got the script for a movie called *The Incredible Melting Man*, which was known as *The Ghoul from Outer Space* at the time," he says. "I thought to myself, *I can't do a B-movie called The Ghoul from Outer Space after doing something like King Kong!*" So I gave the producers what I thought was an outrageous bid to do this thing, which I think was \$10,000, and to my shock they said OK. So I was making more money on *The Incredible Melting Man* than I was on *Star Wars*—and I had to make that my priority!"

Nevertheless, Baker did get one special *Star Wars* memory when he was invited to be one of the first people to witness the movie on the big screen.

"My fondest memory of being involved with *Star Wars* was that I saw the movie at a screening before it came out," Baker says. "George had drawn up a special list of invitations and I was just blown away. It was such a great film and I couldn't believe I had actually done some stuff on it. All I did were masks, for just this one sequence, but to have been a part of something that cool was really special."



Hammerhead: one of the cantina's most well-known denizens!





Rick and friends show off their handiwork! Left to right: Laine Liska, PNI Tippett, Jon Berg, Doug Penwick, and Baker.

In 1997, *Star Wars: A New Hope* was re-released with Mos Eisley considerably busier and a couple of Baker's masked monsters replaced with new characters.

"I'm really glad about the changes that George made," Baker says. "In fact, I was thrilled when I saw the *Star Wars* Special Edition. There were some masks that I have always regretted being in there. One was this mass-produced werewolf mask that I used. At the time we thought, *Oh, we could maybe just stick this in the back somewhere. At least it will be something else for them to play with.* But George shot a big close up of it, which made me cringe when I was at the *Star Wars* premiere. That was cut out of the re-issue and there was also this devil mask, which I originally made for something else. I find it exciting that we can do things today that you could never dream of doing years ago. When it came to George going back and altering *Star Wars*—well, why not?"

CLASSIC MOMENT

STAR WARS: EPISODE IV
A NEW HOPE
DVD CHAPTER 38



SCRIPT (1977)

INT. DEATH STAR—HALLWAY LEADING TO
MAIN FORWARD BAY

Ben hurries along one of the tunnels leading to the hangar where the pirateship waits. Just before he reaches the hangar, Darth Vader steps into view at the end of the tunnel, not ten feet away. Vader lights his saber. Ben also ignites his and steps slowly forward.

VADER: I've been waiting for you, Obi-Wan. We meet again, at last. The circle is now complete.

Ben Kenobi moves with elegant ease into a classical offensive position. The fearsome Dark Knight takes a defensive stance.

VADER: When I left you, I was but the learner; now I am the master.

WHY IT'S A CLASSIC

The first Jedi duel we ever saw in the *Star Wars* saga, Obi-Wan and Vader's confrontation here may lack the acrobatics of many of those to come afterward, but it is one of the most pivotal. As they meet for the first time since their battle on Mustafar—when Vader became half-man, half-machine—there is an inevitability about this climactic encounter. While Vader has been consumed by the dark side, Obi-Wan has been preparing to become one with the Force, which will make him even more powerful. One is the father Luke never knew, while the other is the father figure who has only just come into his life; Luke will never be the same again after he loses Ben. Watching this confrontation, we feel that one generation of Jedi is coming to an end, while the next—the new hope that is Luke—is just beginning.



"YOUR POWERS ARE WEAK, OLD MAN."

WHAT THEY SAID

"In these days, sword fighting was not quite as sophisticated as it was at the height of the Jedi period. In this rendition Vader was, you know, half-man, half-machine, and Obi-Wan was pretty much an old man, so this fight was a hard one for them. It wasn't an acrobatic, you know, jump-around, fast fight. It was a hard fight to fight, because they're both kind of old Jedi."
George Lucas, *Star Wars: Episode IV A New Hope* DVD commentary

DEN: Only a master of evil, Darth.

The two Galactic warriors stand perfectly still for a few moments, sizing each other up and waiting for the right moment. Ben seems to be under increasing pressure and strain, as if an invisible weight were being placed upon him. He shakes his head and, blinking, tries to clear his eyes.

Ben makes a sudden lunge at the huge warrior but is checked by a lightning movement of The Sith. A masterful slash stroke by Vader is blocked by the old Jedi. Another of the Jedi's blows is blocked, then countered. Ben moves around the Dark Lord and starts backing into the massive starship hangar. The two powerful warriors stand motionless for a few moments with laser swords locked in mid-air, creating a low buzzing sound.

VADER: Your powers are weak, old man.

BEN: You can't win, Darth. If you strike me down, I shall become more powerful than you can possibly imagine.

Their lightsabers continue to meet in combat.

IN: DEATH STAR—HALLWAY

Solo, Chewie, Luke, and Leia tensely watch the duel. The troops rush toward the battling knights.

HAN: Now's our chance! Go!

They start for the *Millennium Falcon*.

Ben sees the troops charging toward him and realizes that he is trapped. Vader takes

advantage of Ben's momentary distraction and brings his mighty lightsaber down on the old man. Ben manages to deflect the blow and swiftly turns around.

The old Jedi Knight looks over his shoulder at Luke, lifts his sword from Vader's, then watches his opponent with a serene look on his face.

Vader brings his sword down, cutting old Ben in half. Ben's cloak falls to the floor in two parts, but Ben is not in it. Vader is puzzled at Ben's disappearance and pokes at the empty cloak. As the guards are distracted, the adventurers and droids reach the starship. Luke sees Ben cut in two and starts for him. Aghast, he yells out.

LUKE: No!

NEXT TIME: NO DISINTEGRATIONS!

She's creepy...
She's cute...
She's BACK!

Sweet, strange
and spooky:



The cute little
dead girl
returns in



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EDITED BY NEIL EDWARDS

BLASTER

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BOOKS

ALL HAIL HEIR

A CORNERSTONE OF THE EXPANDED UNIVERSE MARKS ITS 20TH ANNIVERSARY

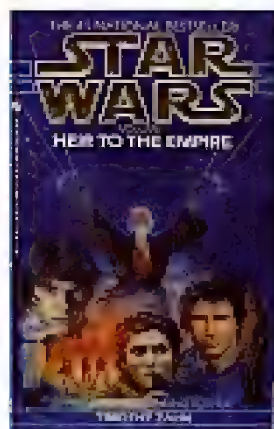
WORDS: DANIEL WALLACE

It's hard to believe that 20 years have passed since *Star Wars* got a major visibility boost with the post-*Return of the Jedi* novel *Heir to the Empire*, the first *Star Wars* novel to be published after *Jedi*. And Random House is determined to ring in the occasion with flair.

September 13 sees the release of *Heir to the Empire: The 20th Anniversary Edition*, a commemorative reprinting featuring behind-the-scenes annotations, a new introduction by writer Timothy Zahn, and an original, 18,000-word novella starring the popular villain Grand Admiral Thrawn. A reflective jacket adds elegance, and removing it reveals a rendition of the book's classic cover underneath.

Before *Heir's* debut in 1991, the *Star Wars* franchise appeared to have dozed off into a deep hibernation. But the book's surprise climb up the *New York Times* bestseller list proved that *Star Wars* could be a blockbuster in any medium, and paved the way for the interconnected Expanded Universe of spin-off stories.

"The whole franchise has exploded across popular culture, what with the prequels, *The Clone Wars* TV show, the games, and an ever-increasing list of books and comics," says Zahn, looking



Above: The book's original cover from 1991.
Right: The new edition's reflective cover.

back on two decades of myth-making in the galaxy far, far away. "What hasn't changed is that the fans themselves are just as intelligent, polite, and enthusiastic as they were 20 years ago. What's even more impressive is that many of them are the same fans, who are still into *Star Wars* while they raise the next generation of

*"If there's one thing *Star Wars* has always had going for it, it's loyalty."*
— Timothy Zahn

fans. If there's one thing *Star Wars* has always had going for it, it's loyalty."

Heir to the Empire, set five years after *Jedi*, continued the stories of Han, Luke, and Leia, but introduced new faces including tactical mastermind Thrawn, the lethal Noghri bodyguards, smuggling entrepreneur Talon Karrde, and ex-Imperial assassin Mara Jade. All have enjoyed rich careers in the Expanded Universe. Mara Jade, for instance, eventually married Luke Skywalker and is

returning in an all-new novel this summer [see related story, opposite].

Through the book's annotations, Zahn and others close to the project reveal the secrets of *Heir's* creation. "Many of the notes talk about the things we know now that we didn't in 1991," explains Zahn. "Who and what the Sith are, for example, or why characters occasionally throw in well-known movie phrases—and not just to evoke fond memories among the readers! Most, though, are my thoughts and intentions during the planning and writing, as well as such popular questions as to how I came up with Thrawn, Mara, and the Noghri."

In addition to the annotations and the new novella, the anniversary edition includes several pages of forewords and afterwords by Lucas Licensing president Howard Roffman, Random House editor Betsy Mitchell, and Zahn. Even fans who already have a copy of *Heir* on their bookshelves will find plenty of material to make this a worthy purchase. Promises Zahn, "I've tried my best to give people their money's worth."

THE 20TH ANNIVERSARY EDITION

STAR WARS

HEIR TO THE EMPIRE



TIMOTHY ZAHN

INCLUDES AN ALL-NEW THRAWN NOVELLA,
PLUS AN INTRODUCTION AND ANNOTATIONS BY THE AUTHOR

MARA ON A MISSION

TIMOTHY ZAHN RETURNS TO *STAR WARS* WITH *CHOICES OF ONE*

This summer, fan-favorite author Timothy Zahn delivers a one-two punch with the anniversary edition of *Heir to the Empire* and the all-new hardcover novel *Choices of One*.

Due in July, *Choices of One* takes place between *A New Hope* and *The Empire Strikes Back* and features Luke Skywalker, Han Solo, Princess Leia, Thrawn, and Mara Jade. [Zahn's *Star Wars Insider* short story "Buyer's Market"—featured in this issue—is set during the same timeframe.]

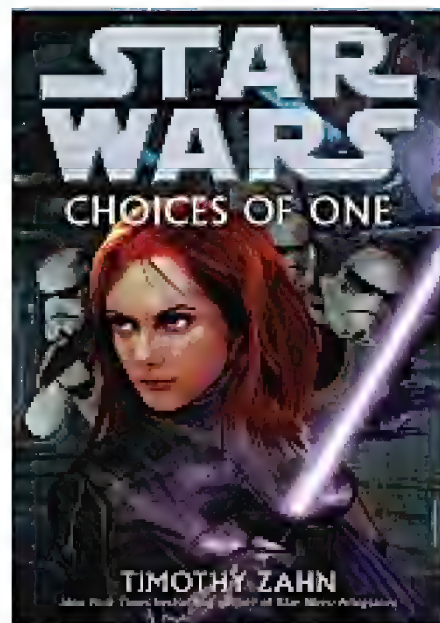
The cover by John Van Fleet announces Mara Jade's central role, and in Zahn's story she embarks on a mission of Imperial justice to prevent what appears to be treason on the part of a governor of a far-flung sector. Says Zahn, "As is typical for *Star Wars*, she quickly learns that there's considerably more going on than appeared at first glance."

Fans know that Mara ultimately becomes a warrior for the New Republic, the wife of Luke Skywalker, and the mother of Ben, one of the next generation of Jedi Knights. But that's all in her future. During the era of *Choices of One*, Mara is still on

the Empire's payroll, with access to rogue elements including the vigilante stormtroopers of the Hand of Judgment. Story circumstances dictate that she can't directly interact with any of the classic movie heroes.

"That doesn't mean, though, that they can't work different sides of the same problem," Zahn points out. "One of the advantages of the Hand of Judgment stormtroopers is that they can act as a buffer between the various characters, helping to coordinate events and operations between groups that can never actually meet. And in fact, Luke and Mara actually do work together in this book... after a fashion, and from a certain point of view."

In issue #38 of *Star Wars Insider*, fans gave Mara Jade the #20 spot in their ranking of favorite *Star Wars* characters: she was the only non-movie character to make the list. According to Zahn, Mara's continued popularity is, in part, due to the fact that she's had a chance to grow and change over the years, giving readers the chance to root for her as she struggles for



acceptance and happiness.

"My best guess is that female readers wish they were like her, and male readers wish they had her beside them in times of trouble," he says. "She's an interesting and complex person, with many good and attractive qualities—plus a few that would probably drive most of us crazy until we got to know her better!"

"Luke and Mara actually *do* work together in this book."
— Timothy Zahn



ASK LOBOT

As related to Leland Y. Owen

By the Falcon being a speeder of Hoth and Hoth is a planet of Hoth, which is "pretty far," is Beshpin the same system as Hoth? Julian Willson, via e-mail

Beshpin and Hoth are in separate systems. After the Falcon leaves the Hoth asteroid belt and feigns a frontal assault to attach itself to

the Star Destroyer Avenger, Han mentions to Leia that they are in the Ansat system. Beshpin is a short distance away from the Ansat system along a hyperspace route known as the Isan Corridor. To explain the Falcon's ability for system-to-system travel, the EU reveals that the ship was equipped with a much slower backup

hyperdrive. How long this trip took with the backup drive has never been specified.



COMICS

THE OLD REPUBLIC: THE LOST SUNS TIES IN TO THE HIGHLY ANTICIPATED VIDEO GAME FROM BIOWARE AND LUCASARTS WORDS: DANIEL WALLACE

"The Force tends to run in families, so heritage becomes part of Jedi and Sith culture."
— Alexander Freed

A GALACTIC WAR IS IMMINENT

Star Wars: The Old Republic, the long-awaited massively multiplayer online game from BioWare and LucasArts is set more than 3,600 years before the movies. It takes place during a Jedi and Sith "truce" in the wake of the sacking of Coruscant by the Sith Empire. Unlike *Threat of Peace* and *Blood of the Empire*, which took place years before the events of the game, the five-issue *Star Wars: The Old Republic: The Lost Suns* is the first spin-off story to run during the same timeframe.

"It's the first time we've shown this point in the continuity," explains writer Alexander Freed. "The story of *The Lost Suns* runs alongside the stories of the game itself, weaving in and out of events. The peace treaty between the two galactic powers is fraying, and neither side knows what the other is up to. In the comic, you'll learn some of the



Cover art: Benjamin Carné

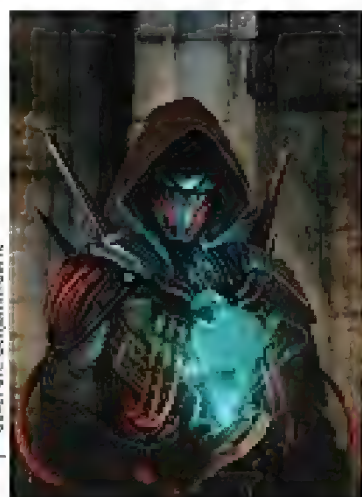


Cover art: Benjamin Carné

Another difference? *The Last Suns* will be published in comic book format only. Its predecessors, *Threat of Peace* and *Blood of the Empire*, appeared as comics and also as online features at the official The Old Republic website. Freed is grateful for the change in distribution, citing the flexibility to impart a sense of epic scale.

The *Lost Suns* stars Republic spy Theron Shan, son of Jedi Grand Master Satele Shan. While the "lost suns" in the title refers to a cluster of star systems mysteriously claimed by the Sith Empire under the terms of the peace treaty, Freed admits that the name carries a double meaning.

July 9th. Examine C and



Parallels: George Fretton, Dave Ross, Ivis: Mark McKenna; Colors: Michael Aljays

family? What about Han? *The Lost Suns* deals with the family issues raised by the fact that Theron Shan isn't a Jedi and explores the reasons why not."

contributing covers. Freed, a senior writer at BioWare, is responsible for helping develop the game's story, so fans can count on a smooth continuity between the two projects with more than a few Easter Eggs.

"I can count half a dozen references to in-game story elements on our first page," he says. "But everything you need to know is right there in the comic."

The first issue goes on sale June 8, and is a must-buy for players planning to build their own characters and joining the gaming adventure. "The game *The Old Republic* tells eight distinct, standalone stories—one for each character class—and that interplay reveals the setting as a whole," says Freed. "*The Last Suns* is our ninth story."

ALIEN ONSLAUGHT

THE YUUZHAN VONG *INVASION* ROLLS ON WITH 'REVELATIONS'

Since its 2009 debut, *Star Wars: Invasion* has presented an alternate point of view on the alien Yuuzhan Vong and their galactic conquest, a saga first chronicled in the New Jedi Order novels. With Issue #12, *Invasion* kicks off a new five-part story arc, and writer Tom Taylor promises that "Revelations" will live up to its name.

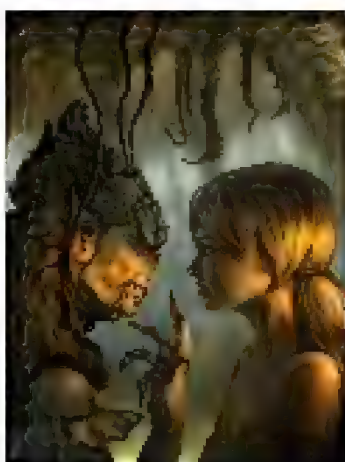
"I've said from day one that nothing is as it seems in *Invasion*," he points out. Previous issues of the series have delivered shockers including the exposing of Nina Galfridian, mother of brother and sister protagonists Finn and Kaye Galfridian, as a disguised Yuuzhan Vong agent. According to Taylor, he's just getting started.

"There are far more mysteries and secrets to come," he promises. "Several of these will be revealed in 'Revelations' and some surprising connections will

begin to appear. I'd like to say which secrets will be revealed, but Kaye would probably beat me up. She's very tough. I'm a little scared of her!"

At this point in the

war, Finn and his sister Kaye have been separated, and "Revelations" relates both of their stories in parallel. Finn and his new Jedi Master find themselves on Coruscant, where Chief of State Borsk Fey'lya is nursing his petty ambitions and remaining blind to the true scale of the alien threat.



Cover art: Chris Scott



Cover art: Dave Bernier



Cover art: Chris Scott

Meanwhile, Kaye and her mother are led to the planet Shramar in the Imperial Remnant. There they discover that, even though there's a war on, the Empire isn't necessarily a friendly part. "One will struggle against greed, blind ambition, and ulterior motives," says Taylor. "The other will struggle against stormtroopers, Star Destroyers, and bloodthirsty warriors."

Illustrator Colin Wilson continues his partnership with Taylor on *Invasion*, and is enjoying the chance to flex his artistic muscles by designing things he's never tackled before. "There's lots of new tech, new locales, and new characters, and that's just in the first part," he says. "That's the bit I enjoy."

Designing the living bio-weapons of the Yuuzhan Vong is more challenging, but Wilson admits he sets his personal bar very high. "It's a difficult task to show an alien culture that is believable and yet still alien. I feel my Vong tech never looks scary enough. I always want to take it further."



Concept: Chris Seale



ASK LOBOT

As related to
Leland Y. Chee

How many of the Separatists know Darth Sidious' true identity?

James Reid, via email

Folks like Nute Gunray and the rest of the Separatist Council are completely in the dark about Sidious' true identity. Even the supreme commander of the droid army himself, General Grievous, does not know the truth. The only one who has intimate knowledge of Sidious' machinations is Mas Amedda. In the Clone Wars episode "Pursuit of Peace," Mas Amedda is present when Palpatine privately expresses his displeasure after Padmé gives a rousing speech against increased military spending. And in *Revenge of the Sith*, Mas Amedda is in Palpatine's

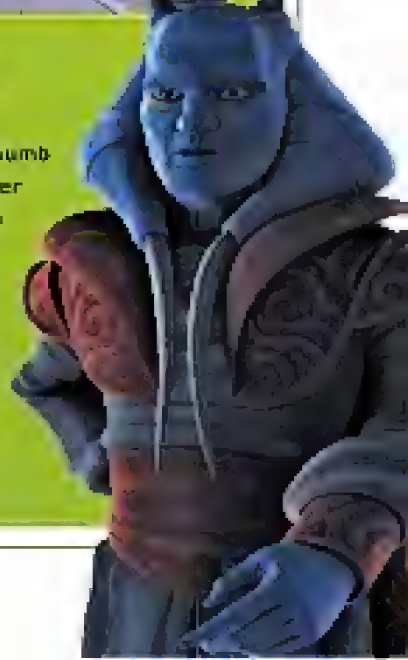


office when Yoda goes to confront him. Amedda wisely walks out of the room, which he might not have done if he thought Palpatine was defenseless. If Palpatine's other aide, Sly Moore—regarded by some as Palpatine's "shadow" and closest confidante—knows anything, she's not saying.

My friend and I have been arguing over a certain Star Wars character whom I have no knowledge of called **[OMITTED]**. Does such a character exist? If so, what is his background?

Aaron Wright
(Nautica1111)
via email

A good rule of thumb is, if the character doesn't come up in a search on the internet citing an official source, it's fair to say the character is not official.



INCOMING

ALL THE LATEST *STAR WARS* GEAR YOU'LL WANT IN YOUR COLLECTION! WORDS: CHRIS SPITALE

LEGO

Darth Maul's Sith Infiltrator

Fans can now build Darth Maul's stealthy ship to help him speed to the surface of Tatooine and battle Queen Amidala's protectors—Captain Panaka and Jedi Master Qui-Gon Jinn. The set includes four mini-figures and is made up of 479 LEGO pieces. Suitable for ages eight and up. The set is priced \$69.99 and is available in August.



ATTAKUS

Star Wars Elite Collection

Attakus expands the new *Star Wars Elite Collection* to include limited hand-crafted clone troopers, featuring movie-accurate armor and accessories. The recently resurrected line of 1:5 scale statues, *Star Wars Series V*, also continues with two new versions of Commander Cody.

SIDESHOW

Commander Bly

Sideshow's latest 12-inch fully-articulated figure is *Revenge of the Sith's* Commander Bly, from the 327th Star Corps. Bly comes complete with Phase I and Phase II helmets with flip-up macro-binoculars, an ARC pauldron, a DC-15S blaster carbine, a DC-15A blaster rifle, two DC-17 blaster pistols, and a generous assortment of switch-out hands and feet (for both action and standing poses). Priced at \$124.99, Bly ships in the third quarter of 2011.

HALLMARK

Hallmark Keepsake 2011 *Star Wars* Ornaments

Get ready for the holidays with Hallmark's new range of *Star Wars* ornaments. The Showdown at the Cantina ornament features dialogue from the classic scene in *A New Hope*. The *Slave I* ornament makes the distinctive sounds of Boba Fett's ship, while the Jedi Master Yoda ornament (the 15th in the *Star Wars* series) plays some words of wisdom from the Jedi Master. Available in October will be a Hallmark first—a LEGO Darth Vader ornament.

The Bounty Hunter Bossk Special Edition ornament will be available in limited quantities only at Hallmark Gold Crown Stores during Ornament Premiere (beginning July 16), and the handcrafted metal ornament of his fellow bounty hunters IG-88 and Dengar will be offered in limited quantities at the 2011 San Diego Comic-Con.



ACME

"Empire Revisited Deluxe"

Originally commissioned in 1979 and eventually used as a 10th Anniversary poster for *The Empire Strikes Back*, "Empire Revisited Deluxe" by Lawrence Noble is available as this newly-painted fine art giclee on velvet paper. Measuring 18 by 28 inches, it is limited to an edition of only 50 hand-numbered pieces, individually signed and remarked by the artist. There is a choice of a Yoda or Boba Fett remark—two characters Noble always wished were included on the movie poster. The suggested retail price is \$375, and the print is hand-embossed with Lawrence Noble's studio seal.



"With You: Han and Chewie"

Illustrated by artist Tsuneo Sando, "With You: Han and Chewie" captures the crew of the *Millennium Falcon*, the staunch companions Han Solo and Chewbacca. A fine art giclee on velvet paper, the print measures 16 by 25 inches. The run is limited to just 150 pieces signed by the artist in a hand-numbered edition. The print comes complete with a certificate of authenticity, and the suggested price is \$185.



"With You: Luke and Obi-Wan"

The Jedi Knight Luke Skywalker with his lightsaber is shown alongside his first teacher Obi-Wan Kenobi in "With You: Luke and Obi-Wan" by artist Tsuneo Sando. Measuring 16 by 25 inches, this fine art giclee is limited to only 150 hand-numbered pieces, each signed by the artist. The suggested price is \$185, and the print comes with a certificate of authenticity.





DISNEY

For the opening of the redone Star Tours ride, Disney presents a new line of exclusive park merchandise:

Starspeeder 1000 Pull-back Vehicle

This is the all-new Starspeeder 1000 vehicle with pull-back action. The toy retails for \$4.95 and will be available at the attraction grand reopening at Walt Disney World, Florida and the Disneyland Resort, California.

Starspeeder 1000 Spaceliner collection

This boxed set features die-cast metal vehicles of all six spaceliners seen in the new Star Tours attraction. This retails for \$22.95.

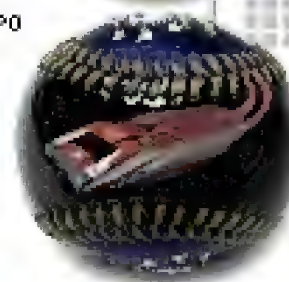


Stitch as Yoda Hologram figure— Opening Day Action Figure.

This figure of Disney character Stitch as the hologram of Jedi Master Yoda is limited to 2011 individually numbered pieces in honor of the grand opening year of the new Star Tours attraction. The figure comes protected in a Star Tours Opening Day collector case with a collector patch, only available with the action figure. The edition size will be split between Walt Disney World and Disneyland Resort on each respective opening day, and will retail for \$16.95.

Star Tours Baseball

This souvenir baseball features R2-D2 and C-3PO along with the Starspeeder 1000. There will be two different versions of the baseball available: one featuring the Walt Disney World logo, and the other featuring the Disneyland Resort logo. The baseball retails for \$7.95.



Star Tours Action Figure Set Assortment

("Star Tours Agency" & "Ambush at Star Tours")

In celebration of the new Star Tours attraction, Disney and Hasbro are releasing the Star Tours "Agency" and "Ambush" action figure sets. The "Star Tours Agency" set features Star Tours pilot Ace (AC-38), spokesbot Aly San San, signal droid, C-3PO, and a luggage attendant. The "Ambush at Star Tours" set features Darth Vader (with hover platform), two sky troopers, and Boba Fett. These sets retail for \$39.95 each.

Star Tours R2-D2 & C-3PO Bank

This figural bank is perfect for saving up your Imperial credits. Standing approximately 9.5" tall, it retails for \$15.95.



HER UNIVERSE

STAR WARS INSIDER SPEAKS WITH ASHLEY ECKSTEIN, HER UNIVERSE FOUNDER AND AHSOKA TANO'S ALTER EGO, ON KEEPING GIRL POWER ALIVE THROUGH *STAR WARS* APPAREL AND JEWELRY. WORDS: CHRIS SPITALE

Star Wars Insider: What inspired you to create Her Universe?

Ashley Eckstein: When I was cast as Ahsoka Tano in *The Clone Wars*, I discovered that close to half of all sci-fi fans are women, yet the stereotype is that it's just for boys. When I realized the lack of merchandise made for fangirls, and the lack of attention given to them, I felt compelled to create Her Universe.

Is this attention what distinguishes Her Universe from other *Star Wars* partners?

It's a place for fangirls to step into the spotlight. We're making it our mission to create not only a merchandise line for women, but also a community for female fans.

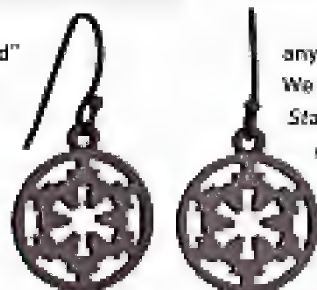
Our tagline is "Flaunt Your World" and we encourage girls to show the world that they like sci-fi!

What is your design process?

I usually come up with the concepts, and I'm constantly being inspired. I was [even] inspired by George Lucas to make a new shirt when I heard him talk at Celebration VI. Once we finalize the concepts, we have a staff of artists, designers, and guest artists who help me come up with the art. Designing new products is my favorite part of the process!

How have other *Star Wars* artists become involved?

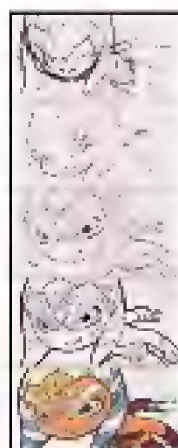
I'm humbled by the support we've received from the artistic community. I've had the privilege to work with Dave Filoni, Katie Cook, and Cat Staggs on pieces before



anyone even knew we existed. We also have an up and coming *Star Wars* artist named Jie Augilera; he did the artwork for our [Japanese-style] Ahsoka chibi shirt. He's awesome!

What inspires you in the *Star Wars* universe?

Just about everything! I start with personal stories or suggestions from fans. My friend Tracey, who's a huge *Star Wars* fan, was complaining there weren't any *Star Wars* earrings, so I was inspired to make our Imperial logo earrings. I surprised her and gave her our first pair!

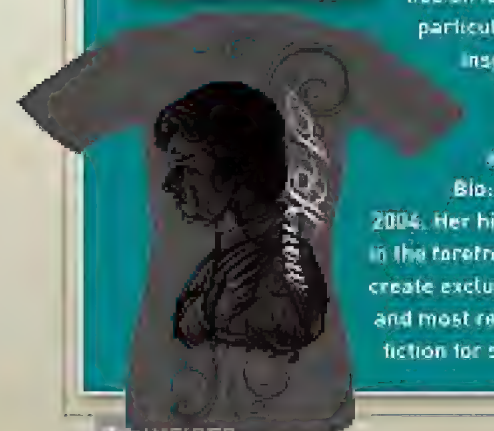
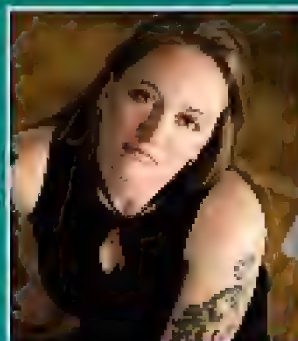


CAT STAGGS

Designer: The "I Know" shirt
Background: "I met Ashley at Planet Comic Con in March 2010 and we talked about doing a shirt. Being a bit of a T-shirt geek, I was all about working on something for women!"
Inspiration: "Ashley already had an idea in mind. For this particular shirt, she was

inspired by a Valentine story involving her fellow *Clone Wars* actress, Catherine Taber. Ashley and I worked together until we had a shirt that captured the essence she was looking for."

Bio: Cat joined the *Star Wars*/Lucasfilm artist rolls in 2004. Her highly collectible artists' sketch cards placed Staggs in the forefront of *Star Wars* artists. Lucasfilm then invited her to create exclusive prints for *Star Wars Celebrations III, IV, Europe*, and most recently *Celebration V* in 2010 and to illustrate short fiction for *starwars.com*.



Which characters or designs are most requested?

Fans probably request jewelry the most because you don't have to worry about size. We've even had guys buy our jewelry for themselves. The only issue with jewelry is it takes longer to make, but we're expanding the line. Up next is a charm bracelet and Rebel earrings to go with the Imperial earrings we already have. Our first set of charms will focus on Star Wars symbols.

Which item has surprised you the most by the line's popularity?

Our "Boba Fett-ish" underwear set, which I love! I went on Twitter one day and fans were asking for Star Wars Underoos, so I decided to add underwear to our product line. I'm also excited by the popularity of our Star Wars manga zip-up hoodie inspired by Bonnie Burton of starwars.com.

What else can Star Wars fans look forward to from Her Universe?

I'm very excited that our merchandise will be available at Disney's Star Wars Weekends for the



"OUR TAGLINE IS 'FLAUNT YOUR WORLD' AND WE ENCOURAGE GIRLS TO SHOW THE WORLD THAT THEY LIKE SCI-FI!"

Above: Ashley and fangirls model the line. Previous page: The Imperial logo earrings and Alaska chili shirt design.

first time! I grew up in Orlando and I went to Hollywood Studios the first week it opened when I was eight. Now I can't believe that I'll be selling my own fashion line there years later. Dreams really do come true at the happiest place on Earth! 🍷



KATIE COOK

Designer: "Daddy's Little Girl" shirt

Background:

"I got a message from Dave Filoni asking if it was

okay for him to give Ashley my contact information because she wanted to talk to me about something. Like I was going to say no to that!"

Inspiration: "Ashley wanted a sassy Leia with her dad!"

Bio: Katie hails from Ann Arbor, Michigan, where she lives with her husband, a menagerie of pets, and her baby daughter. Her work ranges from licenses like Star Wars, Marvel Comics, and Fraggles Rock, to her comic creation "Gronk: a Monster's Story." Find out more about her work at www.katiecandraw.com



BOUNTY HUNTERS BOUNTY HUNTERS BOUNTY HUNTERS WINNER!

THE PRINCESS AND THE JEDI!

R2-D2, Jedi Jesse, and Princess Sophie got to meet Bonnie Piessa (young Beru Whitesun) and Ahmed Best (Jar Jar Binks) at the Big Apple Comic Con in New York on October 2. Apparently this was Ahmed Best's first time signing autographs at a convention. R2 even got his rear panel signed by both actors. The trio then met Ashley Eckstein (Ahsoka Tano) a week later at the New York Comic Con in New York. We found Ashley at the Har Universe booth, and she signed Jesse's poster.

Jesse (along with R2 and the landspeeder) then met Sam Witwer (Starkiller in *The Force Unleashed I and II*) at the Montreal Comic Con in December. Sam signed a *Force Unleashed II* poster, a *Force Unleashed* card, *Star Wars Insider*, *Force Unleashed II* box, and R2-D2's dome. Dana Powers, R2-D2 Builder, Tilton, New Hampshire

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FLYBOY!

In October, Harrison Ford was inducted into the San Diego Air & Space Museum's Hall of Fame for his contributions to aviation. He took the time to chat and pose for photographs with everyone and was the perfect gentleman! Jessica Packard, San Diego Air & Space Museum, California



LET THE WOOKIEE WIN!

I can honestly say that I've been reprimanded by the mighty Chewbacca! On Peter Mayhew's table were stacks of photos that he offered for signing, and each stack had a hard plastic photo protector on top. I removed the protector from one stack and reached for the photo I wanted, when he also reached over and told me in his very polite, quiet voice, "Those are there to keep young boys' hands off," as he grinned and removed one from the stack. After signing it, he held out his hand and shook mine—I guess I'm lucky he didn't pull my arm out of the socket, Chewbacca-style! Don't worry, Peter, I'll remember next time. Criss Barber, via email

STAR-CROSSED LOVERS!

About an hour after getting married at the Little Church Of The West in Las Vegas on April 4, 2006, my new wife Ola and I were walking back to our hotel [the Stratosphere] along the Strip. We enjoyed congratulations from other Las Vegas visitors, who seemed pleased to see an obviously "just married" couple walking by.

As we walked by Caesar's Palace, my wife [who, by the way, has never seen a *Star Wars* movie] said, "Hey, wasn't that George Lucas who just walked by?" Sure enough, it was, and after getting over my own surprise, I approached him and said that we had just got married an hour ago. I asked if we could have our picture taken with him and he said, "Sure." He handed the camera to the lady friend he was with and said, "Shouldn't she [meaning Ola] be in the middle?" Well, of course, George, and thanks again for a wonderfully serendipitous wedding present! David Matychuk, via email



HUNTED DOWN!

My daughter and I attended the Supernova convention in Sydney, Australia in June this year and had the chance to meet Daniel Logan (young Boba Fett)! I've been a *Star Wars* fan since my dad first took me to see *A New Hope* at the drive-in, and Boba Fett is my all-time favorite character. So to meet Daniel was just wonderful. He was great to talk to [as was his sister, who was with him] and more than happy to sign my poster and pose for photos with me and my daughter. May the Force be with you! Jodie Klaus, Australia, via email



BANTHA TRACKS: BY THE FANS FOR THE FANS

VOL.
157

BANTHA TRACKS



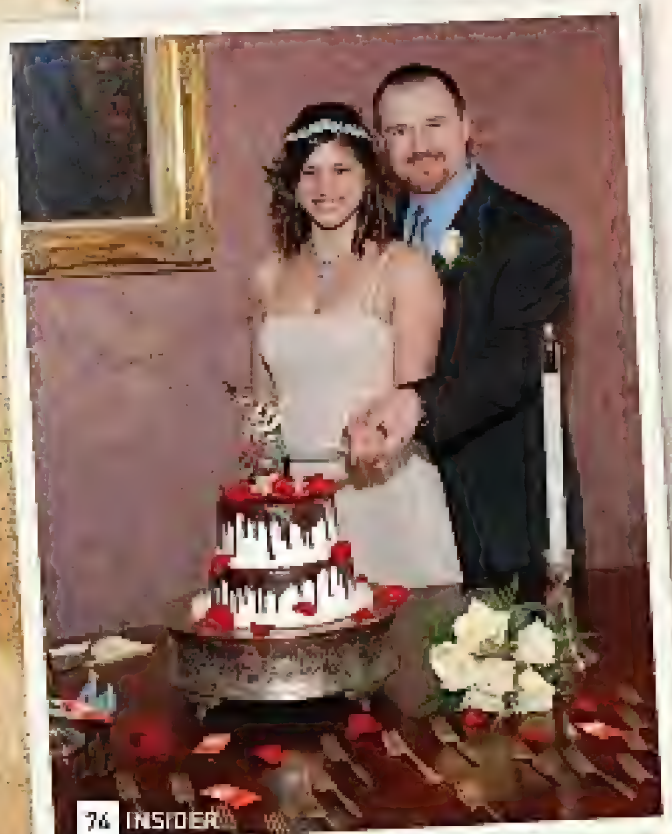
BY THE FANS
FOR THE FANS

THE BANTHA TRACKS "ALMOST-ANNUAL" WEDDING EDITION

Spring is in the air...
Love is all around...
The Force is a-flowing...
The Almost-Annual Wedding
Edition of *Bantha Tracks* cannot be

far behind! Each year at roughly
the same time, we salute the
fans who celebrate their love and
commitment with a little bit—or
a lot—of *Star Wars* flair. If it's true

that couples who play together
stay together, then what could be
better than sharing a passion for
Star Wars? After all, *Star Wars* is
forever!



ZOMBIE FORCE

"One of our favorite things to read about in *Bantha Tracks* is fan weddings!" write Chris and Dena Curtis of Broken Arrow, Oklahoma. "We love to see the costumes and cakes our fellow *Star Wars* fans come up with. We considered getting married in costume, but eventually decided to wear more traditional attire, spicing up our small ceremony through other details, primarily our cake."

"While we are predominantly *Star Wars* fans, we also love many genres and Halloween," continue the Curtises. "After a lot of web browsing, we stumbled across a unique cake topper that seemed made for us, which we paired with our perfect cake! Who could have imagined a Han Solo and Slave Leia zombie cake topper? Two of our favorite things rolled into one. How could we pass that up?"





Dana and Chris Curlls at Dragon*Con in Atlanta.

"We love being 'sci-fi geeks' and seeing what others with our same interests do with their weddings, parties, etc., so we thought we would share ours as well," say the Curllises. "Thanks so much for helping to continue the world of Star Wars for us and for so many loving fans and friends around the globe!"

As this Wedding Edition was getting ready for press, Chris and Dana reported more happy news. During Star Wars Celebration V in Orlando last August they conceived a child.

"Our baby boy is expected to arrive in May, 2011," writes Chris. "We decided to name him Liam, after one of our favorite Star Wars actors, Liam Neeson."

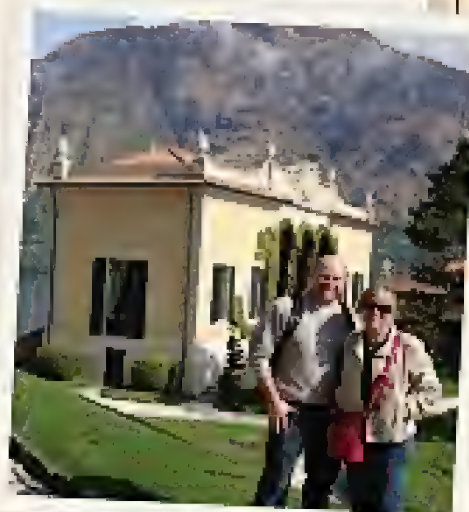
"Considering he was conceived at a Star Wars convention," continues Chris, "and is due in what is commonly referred to as Star Wars month (May), we know he'll be a huge Star Wars fan. I very much look forward to introducing a new child to this wonderful universe created by George and brought to life by all the talented folks at Lucasfilm!"



HONEYMOONS ARE SMOOTH



Robert Gubser and his wife Kristin honeymooned in Italy, their favorite place being the Villa del Balbianello, seen in *Star Wars: Episode II Attack of the Clones*. "As a huge Star Wars fan for the majority of my life, I wanted to take this once-in-a-lifetime opportunity to visit several of the more beautiful film locations from Episodes I and II," writes Robert.



NICE ICE, BABY

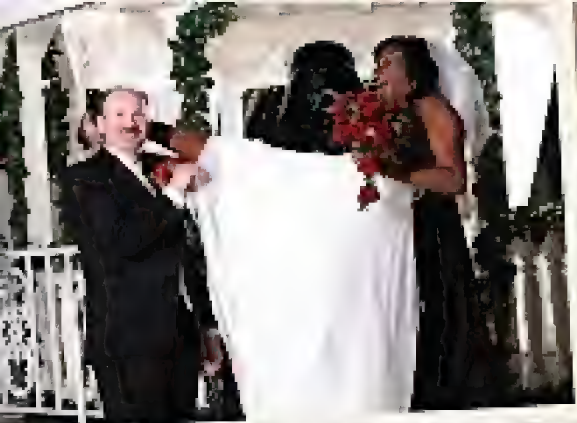
In *Bantha Tracks* #53, we celebrated the engagement of Chris Andrews and Shannon Jost by recognizing their "Coolest Proposal," in the Best of the Year Issue. But given that Andrews popped the question on the ice during a *Roughriders*' hockey game, it's well worth another photograph.

"I thought this might make *Bantha Tracks* as it's the kind of proposal fanboys like myself and fangirls dream about," says Andrews. "It was such a great experience that I had to share it."

WE HEART SCOUNDRELS



Joe and Crystal Espy chose to celebrate their wedding with a Han Solo and Leia Organa Solo wedding cake topper.



IMPERIAL COUPLE

Henrietta Johnson and Tim Bosley were married in Las Vegas, accompanied by members of the 501st Legion, of the Neon City Garrison. Their ceremony reflected not only their love of Star Wars, but also a shared joy of life.

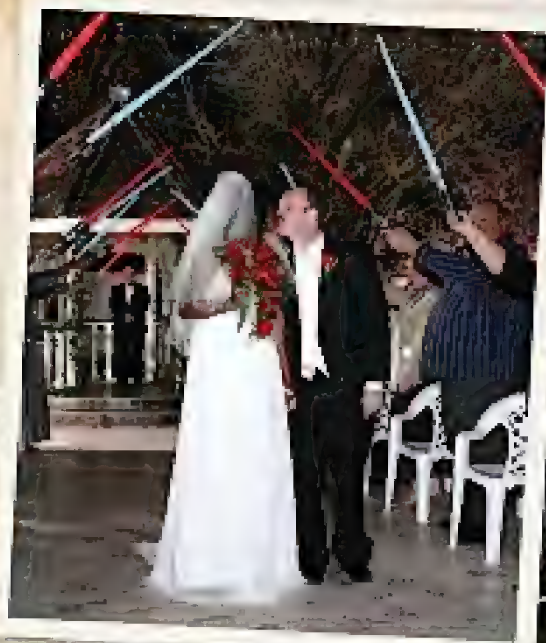


"Our thanks to the very professional—and altogether menacing—501st Legion, Neon City Garrison, led by Damian Metz as Darth Vader."

"What Vader wants, Vader takes! Who's gonna argue?!" writes Bosley. "Our mutual love for Star Wars is what brought us together, so we decided that we would have the wedding of our dreams!" he recalls.

Right: Perhaps I can find new ways to motivate you!

Left: "Our kiss beneath the stars," recalls Bosley, "and many humming lightsabers!"



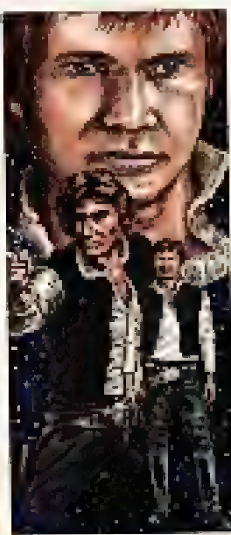
The Imperial couple, well guarded by the Neon City Garrison.

SUBMISSION GUIDELINES

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of Bantha Tracks. All images should be good enough quality for print (i.e. non-pixelated at 300 dpi screen resolution). Ideal file size approx 1MB per image. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions will not be returned.

Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, and created by the person submitting it.

Please send electronic files to banthatracks@starwars.com, or send your snail mail to Bantha Tracks, c/o Mary Franklin, P.O. Box 29901, San Francisco, CA 94129



BANTHA TRACKS ART GALAXY, THE WEDDING EDITION

Drawings of the most well-loved, yet unlikely couple of the saga, Leia Organa Solo and Han Solo, by artist Eric Siobaneck.



ACROSS THE (CELEBRATION) STARS

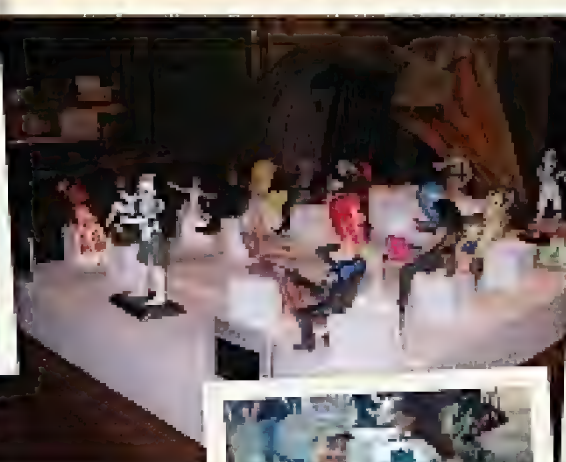
Keri Moschella and Matt Brugge met during a speed dating event at Star Wars Celebration V at the Orange County Convention Center in Orlando, Florida last August.

Recently Matt proposed, hiding the engagement ring in a small replica set of the speed dating event, populated by different types of action figures. The new family will be joined by Matt's daughter, Willow (here disguised as Darth Vader), who is a Star Wars fan as well.

Moschella recalls meeting Brugge at speed dating. "I only have one thing to say," she recalls. "I love you; I know."

Brugge lived in Wisconsin, and Moschella in Florida.

"We began a long-distance relationship, but have made it work amazingly well," Moschella says. "Matt wants to thank George Lucas for creating Star Wars and to Jay Laga'lala for hosting Celebration V, for it is where he met his now future wife!"



FILE THIS UNDER, "I WAS JUST DOING MY JOB...."



Ryan Glitch organized and hosted the speed dating events at Star Wars Celebration V in Orlando, giving hundreds a chance to

meet new people and find a date who enjoys Star Wars as much as they do.

Busy with keeping things moving and entertaining, Glitch did not imagine that he might meet someone special. As fate would have it, Tracy Niemynski discovered that

the speed dating leader was just the guy she was looking for.

"I knew it was going to be a blast to actually be part of the show at Celebration V," says Glitch, "and I knew that a lot of people were going to be at the speed dating events looking for that special someone. I wasn't even looking, and I found mine. I guess the Force was with me!"



Ryan Glitch and Tracy Niemynski at Times Square on New Year's Eve.

MAKING MEMORIES

One of my best friends said something years ago that stuck with me. Barclay, a mom of four intelligent and cool kids, told me that one of her most important tasks as a mom was to make memories for her children.

Barclay is wonderfully wise. The experiences she and her husband provided for them created volumes of memories they can turn to time and again.

This Almost-Annual Wedding Edition of Bantha Tracks celebrates making memories. It is about couples sharing a love of Star Wars and using this shared enthusiasm as part of the foundation for their commitment. Their experiences at special Star Wars occasions are inseparable parts of that foundation.

Star Wars Celebrations, speed dating events, regional fan conventions, clever engagements, and the weddings themselves can all be monumental occasions. People mark time with these events and they become trail markers for their entire lives.

Fans create memories for themselves and for other people. It is a gift that many Star Wars fans share: the ability to think outside the box and make up something imaginative and fun, often from scratch. It is not about spending money, but rather about making something magical, finding humor, or discovering an adventure.

One of the best parts of making memories is that the job is never done. There is so much to look forward to, even while looking back on what was.

Bantha Tracks wishes these couples very happy, wonderful, and memorable lives together.

Got in Tracks!

Mary Franklin
Editor,
Bantha Tracks



RED FIVE

STEVE SANSWEET'S COLLECTING MEMORIES!



STEVE SANSWEET IS WELL-KNOWN FOR BEING AN ENTHUSIASTIC COLLECTOR OF ALL THINGS *STAR WARS*. HERE ARE FIVE COLLECTING MEMORIES FROM THE MAN WHO HAS IT ALL!

Most treasured collectible

A In the last decade or so, I've really come to treasure fan-made items. To me they show the passion fans have for the saga, and the talent and skills they bring with them. Mexican fans, in particular, do amazing work. I am blown away by the piñatas created by Fernando Olivera of Tlalnepanitla. And for sentimental reasons, it's hard to beat the huge wampa costume that won Roberto Mendez of San Luis Potosí first prize in the costume contest at Encuentros Mexico 2004. He was so proud of his handiwork that he walked around the convention for hours with it on, and later I heard how excited he was that it ended up at Rancho Obi-Wan. Sadly, four years later I heard the news that Roberto, only 30 years old, had died of a congenital heart defect. He was buried with the First Prize certificate from Encuentros.



Least treasured collectible

B Believe it or not, I actually have had to throw away some collectibles—invariably food items. I spent days shellacking 1983 Pepperidge Farm *Star Wars* cookies, waiting patiently for each coat to soak in before applying the next. A few years ago I had to admit that they were beyond repair. I've experienced messes with cans of soda, beans, and pasta bits that I meant to empty before they exploded. I had to unload what seemed like gallons of a particularly nasty British dessert to get the small plastic tubs and metallic stickers covering the tops—and then pay for a plumber to unclog the sink. I filled trashcans in Australia with 40 bags of potato chips (I kept the bags, of course) and in France with pounds of raw chicken (again keeping the wrapping). Yet somehow my Canadian Jar Jar chocolate Easter "bunny" from 2000 seems to have a life of its own. That figures!



3

The one that got away

Vlix! A near-mint carded Vlix! I almost had one, but let it escape. Kenner made and sold *Ewoks* and *Droids* action figures based on the 1985 animated series. The line was supposed to continue the following year, but because the *Droids* show folded and the initial figures didn't sell well, only prototypes of the 1986 lines exist. Except for Vlix, and only in Brazil for some inexplicable reason. Years ago, I was in the right place at the right time and bought the entire line of 14 unproduced *Ewoks* and *Droids* figures for a hefty sum. A few years later I got a call from a friend and fellow collector who had a carded Brazilian Vlix for sale in pretty good shape. The price: \$800, which at the time was an amount higher than I'd ever heard of for even the rarest Kenner carded figure. So I said no. Some years after that, there was buzz that the nicest of perhaps five or six carded Vlix figures known to exist had changed hands for about \$15,000! Not long ago, I bought a very nice and fairly inexpensive replica carded Vlix to remind me of the one that got away.

V



4

Most wanted!



V

I've been bugging Lucas Licensing and some top licensees for years to make full-size replicas of the holochess monsters from the game aboard the *Millennium Falcon* in *A New Hope*. I've been intrigued with these stop-motion pieces since I first saw them on screen. We've gotten some miniatures, but I'd like replicas of the real deal—including the inexpensive paperclip-like joints that allow some of them to be articulated.

5

The perils and pleasures of being a high profile collector!

There are upsides, but also some downsides to being a well-known collector. I learned the latter early in my collecting days when I gave my first interview to *Starlog* magazine. The writer asked me what was my Holy Grail. I told him that I regretted passing up a \$59 *Return of the Jedi* kids' bicycle with training wheels at Toys 'R' Us a few years before. Within two weeks of the issue's publication, I got telephone calls from two different dealers, one on each coast. They each told me it was my lucky day because they had a sealed, MIB *Jedi* bike. And each quoted me exactly the same price: \$2,000! Years later, I bought one for a lot less, but it taught me to never again disclose my current Holy Grail!

V



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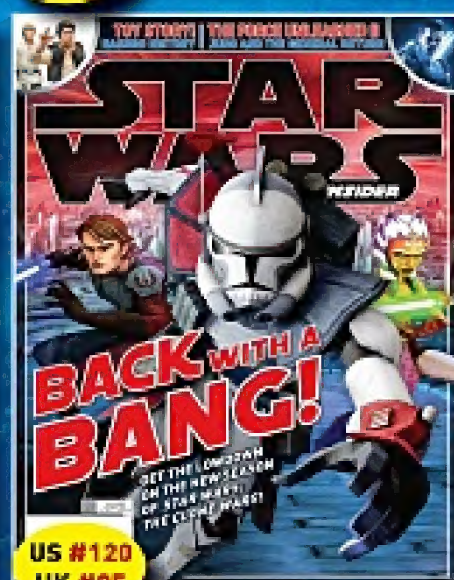
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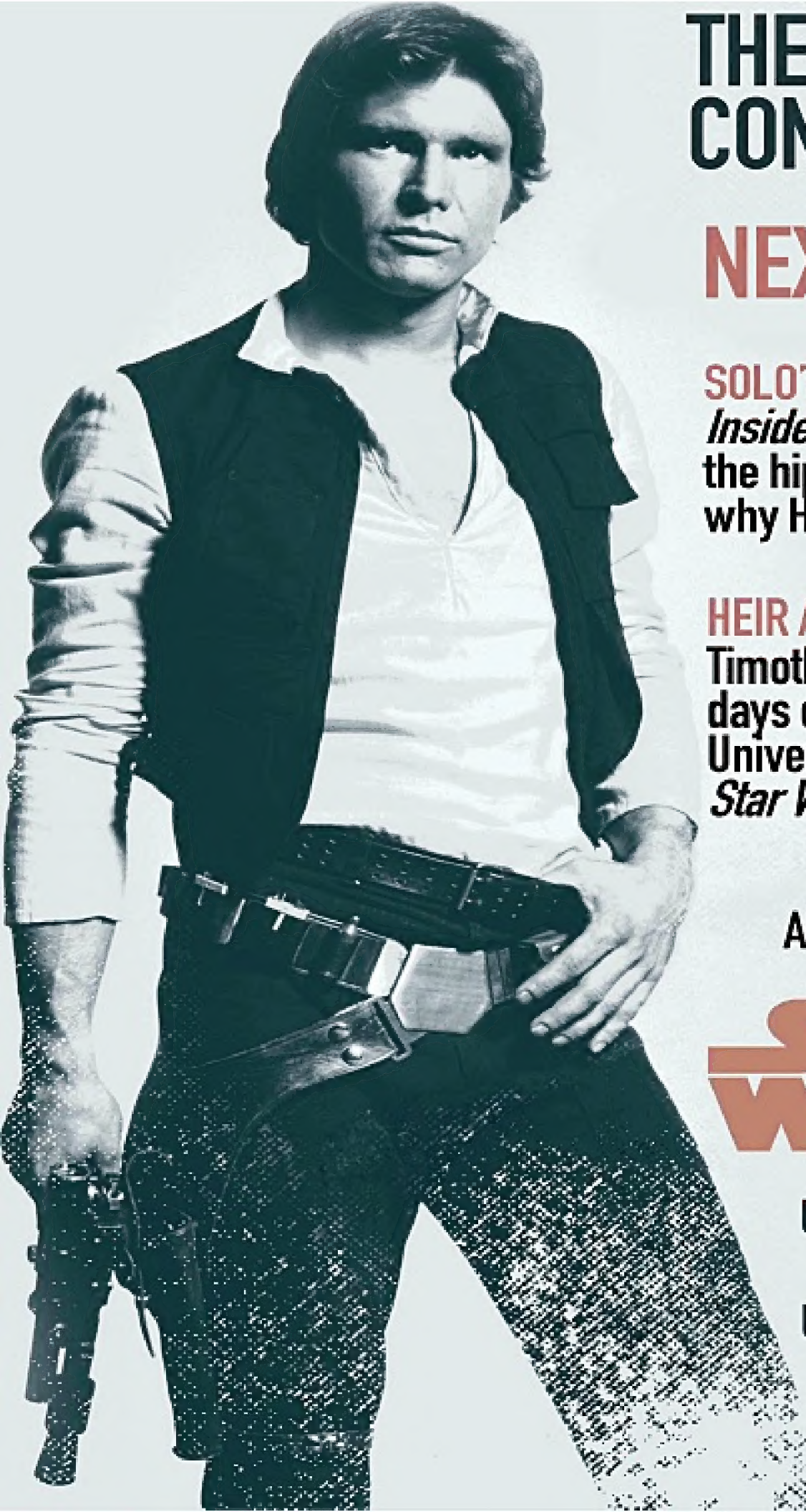
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Insider shoots from the hip as we discover why Han is *still* the man.

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Timothy Zahn on the early days of the Expanded Universe, and his latest *Star Wars* novel!

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